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INsideQUEST

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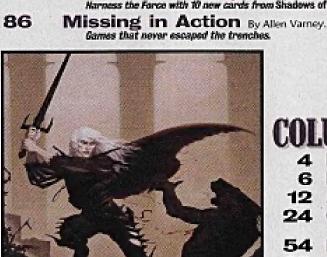
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On the Cover

This month's cover captures Elric and his dreaded sword Stormbringer in action. Had Chaosium published the Eternal Champion CCO, this Brom painting was stated to be on the Eiric hero card. Turn to page 96 for other games that never quite made it.

Elric @ Michael Moorcook.

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BEHIND the LINES

The All-New, Protein-Enriched, 25% Less Fat Jeff Hannes



Well, it's January. Time for a new year and, of course, New Year's resolutions. Last year, I vowed not to piss off any game companies. If you've been following the letters in "InQuisition," you already know I failed miserably. This year, I'm making several resolutions. With any luck, I'll actually manage to keep at least one of them:

- I will not be so arrogant about my supreme game-playing skills. It's not my fault I'm so good.
- I will not bash on jawas any more. This means no naked jawa cracks, no putting my figures in embarrassing poses and, alas, no putting them in the microwave.
- I won't lie, falsify facts or skew information in an attempt to mislead readers.
- I will allow Jason to beat me in Magic at least once this year; he could use the self-esteem boost.
- I won't spend money on yet more Magic cards I already own just because they've been repackaged with white borders and/or new art.
- I will spend my hard-earned cash on the new purple Magic cards when they come out in October.
- I will not play Raging River as an Enchant World, nor will I allow my opponents to get Saproling Tokens when I have a Verdant Force in play.
- On the rare occasions when I lose a game, I won't whine and complain. I'll use a blender to take it out on one of my ewoks instead.

- I won't stoop to Rick Swan's level by always using buzz words and phrases like Ruttweasel and Cow Nose the Cat.
- I won't say a game sucks until the final product comes out and I can verify that it does indeed suck.
- I will start a roleplaying campaign using the Dominarian supplement for AD&D Third Edition when it comes out at GenCon.
- I will not say "sure" when Tom asks me if he can put Breach of Etiquette in his Legend of the Five Rings deck.
- I will not whack Tom with the Moon Pie™ when he plays Breach of Etiquette on the first turn. Maybe.
- I will not attempt to shamelessly plug my contributions to the Middle-earth: Against the Shadow Player's Guide in all my articles.
- I will do everything I can to help Wizard Press get its new bowling magazine rolling.
- I will eat less junk food, lose weight and exercise more.

Well, there you have it. I'll let you know how I did at the end of the year.

Jets Han_

Jeff Hannes Games Editor, InQuest IQJeff@aol.com

the little elves who make *InOuest*

EDITORIAL

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Yep, that's what I hate most about public restrooms, That... and they stink. Plus, no matter how many times I write my name on the wall, nobody ever calls.

What's this have to do with InQuest, you ask? Judging by this month's mail, how I feel about public restrooms is pretty much how a lot of you feel about the changes to the Magic Price Guide. You love our new look, you're crazy about all our bonus goodies like the Maelstrom board game in issue #31, but as for the Price Guide... well, let's just say it's stickin' to a lot of butts.

Never fear-we're gonna address your concerns in just a sec. But first, a word from the National Organization of Women...

MACHO MAN

I'm writing in response to the "Kitty Letter" in issue #31. In it, Rochelle Webster refers to a joke you made about females and says, "I was painfully reminded that the CCG industry is mostly made up of males, and many of them have pretty negative feelings about women." Yeah, right.

I consider myself a typical gamer, one with a somewhat higher IQ than most, and I would love to play against female gamers. But the only female I know who is even remotely involved in Magic is the owner of a local comic shop.

And what the hell is so "painful"



about the industry being made up of mostly men? Do you think men intentionally try to keep women out of gaming? It's not our fault that most women wouldn't know a decent hobby if it bit them in the ass. Most females would rather go shopping or talk on the phone. And don't call me a sexist for saying this-it's true. Magic and most other games are simulations of combat, and most women aren't interested in that. You don't see guys complaining about the way women dominate fashion and modeling, do you?

> Keith Siemon Yuma, AZ

My wife says I completely disagree with you.

GUIDE GRIPES

You bastards! What were you smoking when you decided to list only one price in the price guide? A lot of people go by what the price guide says. And they're not going to be happy when they see their Grinning Totem drop \$8 just because you were too lazy to print two prices.

Andy Woodford Rersey, PA

The averaging of high and low prices is stupid. Two prices worked just fine for me and everyone I know. If you're going to have one price, at least make it the low price.

> Michael Salgo Breckport, NY

If you do decide to keep this odd approach, at least print the correct averages. For example, in the two-price system, Thundermare was listed at \$15 and \$20. If it just has one price, it should be \$17.50, not \$15.

> Brian I. Hertsenberg Okearna, OH

Sez Price Guide Director Lars Pearson: "Let me see If I can convince you we're not nuts. First, let's talk about

Get in touch with your fellow game fand Send your name, address, a mail address (if you've got one), age, gender and three favorite parses to APPenPolstRook.com or mail it to us at L.O. Fee. Pols, c/o Influent 151 Wells Ave., Congers, NT. 10920, Make a friend

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JAME WANG Age: 20 Sec. M PSC Bax 70766 Peterson AFB, CD 80914 E-mid Serining Workson Likes Magic, SMCCO, Ani-Mayber

how we arrived at the single price. When we listed two prices—say, \$5 and \$10-what we were saying was that the lowest you were probably gonna pay for that particular card was \$5 and the highest you were probably gonna pay was \$10. But we were not-repeat: not-saying that most of the time, the card was going for \$7.50. We were giving, in effect, a range of prices. When we converted to one price, we based that price on whether more sales were made towards the top of the range or the bottom. So if more cards were selling, say, at \$10 rather than at \$5, it wouldn't make any sense to list it at \$7.50. In other words, the single price was never intended to be an arithmetical average. It's intended to represent the most commonly pald price.

"Now let's talk about accuracy. If you think about it, the single price is actually a better gauge of a card's value than the old two price spread. If you go to a restaurant, the menu might say that dinner costs \$8. Or it might say that it costs somewhere between \$6-13. But which gives you a better idea of what you'll actually have to pay?"

STICK IT

My friends and I laugh at Wizards of the Coast as we enjoy their game virtually free-of-charge. How? We use the InQuest Players Guide to counterfeit Magic cards. We simply photocopy the pages onto sticker paper, then stick the labels on cheap commons. For the cost of a box of commons (\$10 for over 3,000), a copy of InQuest and a ream of sticker paper, my friends and I now have 33 theme-complete Magic decks. And every deck has a Lotus and five Moxes.

To InQuest, I say, "Thanks a million!" To WotC, I say, "Out-of-print cards? What are those?"

P.S. If you don't have a photocopier, just cut up an InQuest.

P.C. Hill Muskegon, MI We cannot condone the wanton slaughter of innocent InQuests. If you don't have a photocopier, tattoo the Players Guide onto a couple of baby seals.

MAD AROUT MAELSTROM

Many thanks for the Maeistrom board game in issue #31. I've been looking for a decent multi-player power politics board game for quite a while now. But I have a couple of questions about the rules.

- 1. When a wonder is captured, the rules state that the invader gains one piece and the loser must remove one piece. But if a power attacks an unoccupied wonder, is the previous occupant. still required to remove a piece?
- 2. In order to win, a player is required to conquer three citadels. Does this mean that he must have pieces physically present in those three citadel areas to win? Or does it mean that he has to have been the last power to have possessed them?

Barry Ellis Saskatchewan, Canada

- 1. Yes.
- 2. The winning player doesn't need to have pieces present in the citadel areas; he just needs to be the guy who possessed them last. Incidentally, to enliven your game, we suggest using lit firecrackers for citadels.

I really liked Maelstrom, even though I whacked a chunk off my thumb when I was cutting out the components. Any other InQuest games on the way? What will the components be like?

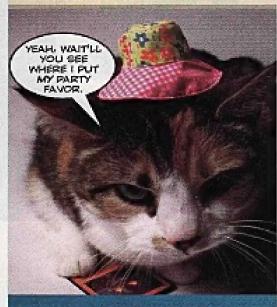
Jeremy Wood Waverly, NY

The next inQuest game will be a wild romp set on a self-destructing space station. After that, we're working on Tabletop Dog Hockey, complete with inflatable poodles.

WELL-DRESSED

Hey guys, great job on the "Monster Olympics" (issue #31). But I was wondering, why would Beholder wear a

AWARDED EACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON.



The experience of Precedence Publishing and these of our industry colleagues is that InGuest attempts to be "hip" or "humorous," If "hip." "humorous" and "honest" are not in conflict, then a typical influest piece will in fact be accurate. Otherwise, we can expect to see juvenile bathroom-level lokes at the expense of balanced reporting.

If you want to know what to say about the growing sense among game industry decisionmakers that InQuest cares very little for its responsibility to the industry and consumers as an editorial platform for balanced, thoughtful and accurate coverage, say this-in 1998 you will make more of an offert to ensure that what you say is accurate and less of an effort to appeal to the funny bones of high-school dropouts.

Paul Brown III President of Precedence Publishing. makers of Immortal: The Invisible War RPG and the Babylon 5 GGG

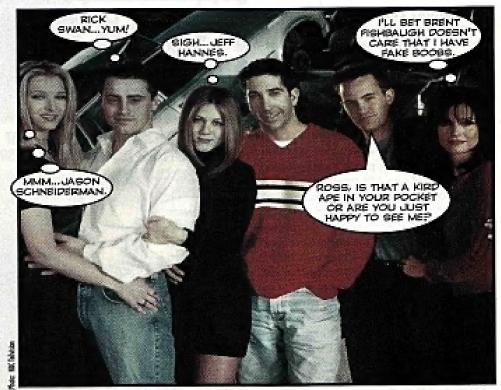
Hey, we may all be high-school dropouts here at the office, but our readers surely aced their SATs.

NICK POLLIS April 14 Sept M 4 Ayers Read Montogue, NJ 07127 Likes: Mogic, Overfower MIKE HEMMESSY Ager 18 Sept M \$649 South Cave Lane Conesas, NY 14435 E-mail: The angrath@aol.com Liker Magic, Adv., Pollocium

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FELICITY CHALLIS Age: 11 Sec: F 22 Geinsberough Drive Neme Boy, Kent, CN 404; U.K. Likes: Magic, Shadowdet, A383



tank top?

Vincent Orlando Red Hook, NY

"Tank top" was a typo. It was supposed to say "sports bra."

"FRIENDS" INDEED

Here are a few of the cards from my "Friends" deck:

Elvish Ranger (Rachel) Venduran Enchantress (Monica) Joven (Joey) Chandler (Chandler) Cave People (Ross)

Kird Ape (Marcel)

Royal Assassin (Gunther)

Koskun Keep (Central Perk) Grandmother Sengir

(Phoebe's grandma)

Hymn to Tourach (Phoebe's songs)

Castle Sengir (Rachel's apartment) Adam Bertocci

Bronxville, NY

Here's my favorite: Living Armor (Monlca's fake boobs).

TEM-PISSED

All these Magic expansions like Tempest are getting annoying. I think this new shadow thing is going to screw up the game (Type II, at least). WotC needs to stop tampering with the rules and putting out so many new sets.

It's too late for anyone to do anything about Tempest. So I guess I'll have to take some money out of my pocket and buy Tempest to keep up with everyone else.

Thomas Butler Myrtle Beach, SC

No offense, Thomas, but I think your logic's out to lunch. Why spend money on something you don't want? When you start buying stuff for the sole purpose of keeping up with the joneses, maybe it's time to get a new hobby.

Thumbs up to Tempest. If Magic doesn't change, expand and improve, it will become stale, boring and forgotten. And if abilities like phasing, flanking and shadow weren't continually introduced, Magic would be played about as much as an Atari.

David Leach Ontario, Canada

I think Tempest's pretty nifty myself. And not just because it increases the number of Atogs (though that certainly doesn't hurt).

TONGUE TIED

There's this guy in my gaming club at school who can't properly pronounce the names of cards. He pronounces Necropotence as "Nek-CROP-uh-tence" and Abbey Gargoyles as "AB-ay GAR-golees." Should he be shot? Dennis Lam Las Vegas, NV

Yes, it's an all-too common problem. You'd think, f'rinstance, that Swan would be easy to say. But they're constantiv mispronouncing it around here as "Bub-tweezle."

HELLFIRE HOEDOWN

in my language arts class, we had to report on a book that we'd each chosen to read. Every single person who was reading a fantasy book got three days of detention. At the time, I was reading The Bellmaker by Brian Jacqueys. The teacher said that fantasy was crazy, too violent for our age and against God.

Travis Wilson Round Rock, TX

Memo to the Round Rock Board of Education: Turns out, the world is round! No kidding!

The Scout Master of my Boy Scout troop has outlawed Magic at all scouting events though poker and blackjack are fine. Just thought I'd let you know. By the way, what's Cow Nose's litter made of?

John Richard Penilla Franklin, TN

Shredded merit badges.

I notice that in your letters column, the debate about the ties of Magic to Satanism continues to rage. The idea that this simple game has anything to do with my religion is a personal affront to me. For 10 years, I have been a practicing member of an organization that worships Satan and believes that he will win the war over the men of Earth and his minions will be placed in high command.

Doquil Oravay Houston, TX

Hey man! Knock It off! You're freakin' me out!

FLOPPERS VS. CHUCKERS

Look, I started to play Magic because I was tired of games like AD&D. Simply put, Magic is fun, AD&D isn't. Roleplaying had its chance. We should all move on instead of trying to bring back a dead dinosaur.

Pierre Villeneuve Montreal, Canada

MORE LETTERS

for the Juzam Djinn, it suffers a point of damage on each upkeep. But with Carrier Pigeons, you get a card.

I dare say that Carrier Pigeons is not only Magic's best 4 mana. casting cost creature, it's Magic's best creature, period,

Justin E. Ely Ontario, Canada

Trouble is, when you hold one in your hand, it tends to doody in your lap.

URP

I was reading issue #31's "Swan Song" ("Magic, Crapp and Taco Bell") to my friend and he laughed so hard that he began to choke. He ended up barfing all over his shirt.

Jeff Russell Denver, CO

The editor had a similar reaction. Except for the laughing part.

INQUEST-ION

First off, I want to say you're doing a great job on the mag. Keep up the good work. But one thing troubles me. Lately, I've noticed some strange entries in the "Players Guide." A few examples:

The Sengir Autocrat entry says "put 3 smurf tokens in play." The Glass of Uzra entry says, "Look at opponent's hand. No, his cards!"

The Headless Horseman entry says, "Yep . . . this card does nothing."

My question: Did you do this on purpose? Will E. Tustin

Linwood, PA

Heavens, no. We'd never stick in a stupid remark somewhere [CTHULHU WEARS DEPENDS] for no good reason.

DOCTOR LOVE

Swan Boy, you need a girlfriend. Stevie Hincho Hawkes Bay, New Zealand

Yeah, but my damn wife won't let me date.



Thanks to everyone who sent in their spare Atogs. My collection now totals a whopping 39, meaning my dream of an all-Atoa deck is well on its way to becoming reality. You don't know what this means to me...sniff, sniff...to know how much you care...sob, sob, honk . . . oh I can't go on!...See you next month....choke, blubber, gag...

SEND YER LETTERS TO

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Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

CARD CREATIONS

The fan who invented the best card this month wins a Time Waro Macic card autographed by Pete Venters!

GRAND PRIZE WINNER

MAGIC: THE GATHERING CARD

David Mauro. Randolph, NY



Screaming for Star Wars? Lover of LSR? Big on BattleTech? We wanna see your card creations, too. We've seen our share of homemade Marie cards and we want to run some other CCGs for a change. Whether it's Mythos, Middle-earth or eyen Spallfire, send 'em in for the chance to win big.

- . One dead Squire, One box of Tempest. One fan named Michael Damanskis from Glenmoore, Pa., thanks to our "Dead Man's Hand-Death Sentence." Any questions? Didn't think so.
- . Tidings of joy and gladness to Michael E. Babb from Kissimmee, Fla., for his knowledge of Atog poetry. The collection of Tempest goodies is on its way to this winner of the "Atog's Lament" Contest, Huzzahl
- . The Force was indeed with Josh Vargas from Prattville, Ala.: He won the "Balance of the Force" contest and will soon receive a complete set of the Star Wars CCG Limited Edition and an autographed photo of Lela, Luke and Han.

AD&D absolutely does not suck. When I was in my room one night, I came across my brother's old books and taught myself how to play. I was hooked. If, as some people say, AD&D is "old, outdated and too complicated," why does it remain one of the most popular—and fun—games ever? Answer that!

David Chesney Memphis, TN

I feel that CCGers and RPGers have a stereotypical view of each other. I used to be your typical CCGer who thought that all RPGs were stupid. Then my friend introduced me to AD&D. I found it to be one of the best games of all time.

I agree 100 percent that people need to expand their horizons and give other types of games a chance. People who are judgmental disgrace the entire population of gamers.

Stephen Bodine Conyers, GA

I learned in school that the conflict between cardfloppers and dicechuckers was the major reason for World War II. Then again, I went to school in Round Rock.

NIP IN THE BUD

If you look closely at the Elvish Ranger from Alllances, you can see a nipple.

Shadow 29@aol.com San Clemente, CA

Hey, anytime I wanna see one of those, all I gotta do is slip Tom Slizewski a quarter.

On the front of issue #31, why did Stefano Baldo draw the spider on the knight's face with two extra legs?

Brian Zednick Jacksonville, TX

So you can't see its nipples.

COW NOSE THE MIGHTY

I noticed in the masthead of issue #31, you refer to Cow Nose as "Ratslayer." Has she slain all the rats in your office?

Mark Daniel San Antonio, TX

No, but she's pretty much cleared out all the raccoons.

LOOPY

I have devised an infinite mana loop using only one color. First, you need four Forests. Then cast Living Lands. Cast Bösium Strip. Activate the Bösium Strip, so you have one remaining untapped Forest. Tap it for the mana to cast Vitalize. All your Forests untap (thanks to Living Lands). Tap three Forests for three mana, then tap the last one to cast Vitalize again (thanks to Bösium Strip). Lands uptap once more. Tap three Forests for three more mana. Tap the last Forest to cast Vitalize again. Repeat this routine again. And again. And again. And again.

Brent Franklin Bensalem, PA

Hey man! Knock it off! You're freakin' me out!

PASSING THE TORCH

I first learned to play Magic at schools from my boyfriend, Robert. I found it challenging and fun. I never saw anything wrong with kids spending money on Magic (at least they're not spending their money on drugs). After a while, I got a little bored with Magic, but I still played with Robert. Even my dad would play with Robert and me.

Now Robert and I are married. We're the parents of a 5-month-old girl. And occasionally, we still play *Magic*. Robert is even working on a deck for our baby, as he plans to teach her how to play at an early age. Some day, we'll all be playing together. I am looking forward to the day when our daughter is able to whip her daddy.

Sara Strawderman Ludowici, GA

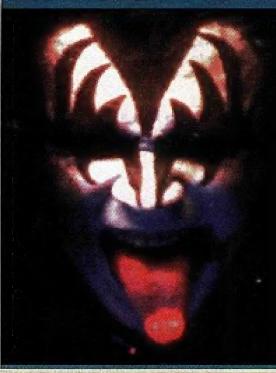
A 5-month-old I might actually be able to beat. Unless, of course, she hits me with a Loaded Diaper of Bogardan.

PIGEON-HOLED

I will name for you the very best 4 mana casting cost card in *Magic*. I know what you're thinking: Juzam Djinn. Wrong! Ali from Cairo? Wrong! Give up? It's Carrier Pigeons. Why, you ask? Well, if you had Ali from Cairo out, it probably would be Lightning Bolted or Terrored or even Swords to Plowshared. But none of these things would happen to Carrier Pigeons. As

IN SEARCH OF...

Memorabilia



RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

TO: KISS Kollector Magazine, Ankereen, Holland

To Whom It May Concern:

Last fall, I was staying in a Milwaukoe hotel on the same night that KISS was in town. I had an encounter in the laundry room with Gene Simmons' readle. One thing led to another, and the readle ended up stomping on one of my Magic cards. Would this card have any particular value? You can still see the footprint.

Yours truly, Ricky Swan

Sorry I dan't have more positive news for you, but I believe your item has no particular value whatsoever. It's just a footprint on a game card. I don't think any collector would be interested. If you had, for instance, a photo of Gene stepping on the card, maybe. But a roadie? And how can you prove it's real? Don't get me wrong, but I could step on a game card myself and leave my footprint on it. Then I could tell everyone it's from Steve Winwood, and therefore worth a lot of money.

Juren KISS Kollector Magazine

HEUS

The Next Big Thing— Online *Magic*

All you need is a brain, a deck and a friend,"
According to the Magic: The Gathering television commercial. Total Entertainment Network (TEN) hopes to change that.

If TEN has its way, you can ditch the deck and

If TEN has its way, you can ditch the deck and replace the friend with a computer. That's because TEN, the leading online gaming service, has reached an agreement with Wizards of the Coast and MicroProse making it the exclusive multiplayer site for online Magic.

"The game is going to be huge. People are going to buy computers just to play this game," said Garth Chouteau, communications manager for TEN, about the online version of *Magic*. "This is just the type of killer app [application] that's going

to explode the online gaming market." he said.

Chouteau thinks the social aspects of online Magic are what's going to make it the next big hit. "When you look at the games that are currently popular online—the Quakes and Duke Nukeris—there's little social interaction. That's why we're finding more simultaneous users at games like Bridge and Pinochie. People enjoy the social aspect,"

Chouteau said. Magic online will combine the slower paced play of a card game—you'll be able to chat with your opponent or send instant messages to anyone at GatheringNet while logged onto the site—with the excitement level of a top-notch strategy game.

What's it take to play? Well, the standard Pentium-speed computer for starters, you'll also need MicroProse's Magic: The Gathering program and the ManaLink utility. ManaLink will come packaged with future PC Magic programs and will be included with the Duels of the Planeswalkers expansion, set for release in mid-January.

Duels will also contain 80 new cards from The

Dark and Legends expansion. If you have older versions of the software you can get a \$15 rebate by upgrading to Duels. If you only want ManaLink, it should be available at www.gathering.net as you read this.

TEN is claiming that online play will be just like standard Magic. "You're going to be able to construct decks, customize decks, have a sideboard and do most of the things you could in a 'live' game," according to Chouleau. The one thing the program can't currently do is support multiplayer games.

And it's free. Chouteau said TEN will use online Magic as a way to introduce fans to its service by not charging. "From a performance standpoint, Magic is far less server intensive than our real-time action

> games, so we can support hundreds or even thousands of simultaneous duels. And we hope Magic players will like what they see and decide to subscribe to the service," Chouteau said. Subscribers to TEN currently pay \$9.95 for the first five hours and \$1.95 for each additional hour or a flat \$19.95 per month for unlimited use

to get access to some 25-plus games, including big hits like Quake and the Dark Sun online rpg.

There will even be a DOI-like ranking system which will update players' ranking instantly after each duel. "All of our ranking systems are based on the U.S. Chess federation system," according to Chouteau. "You end up with a four digit number that shows your points earned and there's a rank order system that shows where you fit in based on other player's scores."

"My expectation is that over time we will even have DCI-sanctioned tournaments and events for online Magic," Chouteau said, though there are no details available at this time. In Tom Slizewski



INSIDE

TSR revamps Marvel Super Heroes RPG. Page18.



Invasion of the Euro Games. Page 22.

PLUS:

- OverPower/Star Trek need a home. Page 17.
- Æon becomes Trinity. Page 20.
 Professional Magic Teams. Page 21.
 - 12 INQUEST 34



Total Entertainment Network new offers online Magic—and it's free!

Screen Explain ** Total Entertainment Network

SPECIAL REPORT

PRO TOUR MAINZ

Place Wins Show



Pro Tour Player of the Year Paul McCabe sat in his room the Wednesday before the Mainz (Germany) Pro Tour, losing game after game to his friend and colleague Matt Place. It was a sign of things to come; not McCabe's losing, but Place's unstoppable winning.

Winning is what Matthew Gregory Place, a member of the 1996 U.S. National Team, top-eight finisher at that year's World Championships and creator of the famous five-color green deck, continued to do. The 22-year-old student and resident of Kansas City, Mo., proved unstoppable and secured his place among the world's best *Magic* players by winning Pro Tour Mainz, held from December 5-7, 1997, in Mainz, Germany.

The venue was a towering old "palace" 25 miles from Frankfurt knows as the Kurfürstliches Schloss. Two hundred eighty six players made the trip to compete in this Rochester Draft format tourney. In Rochester Draft format players construct their decks on the spot, taking turns selecting cards, faceup, from booster packs. According to Pro Tour player Brian Weissman, the use of *Tempest* in this format changes the drafting strategy: "Due to the power of the buyback cards, certain aggressive 'luck cards' which you need to draw in your opening hand for them to be effective—such as Mogg Conscripts and Stone Rain—are much more effective in this environment." Place drafted a primarily red/black deck with few creatures.

In the final Swiss-style round, Place really showed his stuff. His opponent was "Turbo" Bob Wagner; he was down one game to none, needed a draw to make the top eight and realized his time was waning. With Wagner at 12 life and Place at 11, Place sacrificed his 2/2 Magnasaur during his upkeep, putting the score at 10 to nine. Still in his upkeep phase, Place cast Corpse Dance, paying the buyback cost, bringing the Magnasaur into play at 5/5. He then immediately sacrificed it, doing five points of dam-

age to both players.
Then, after his draw,
Place tapped his last five
untapped lands for
mana, cast the Corpse
Dance one more time,
brought the Magnasaur
back and, taking advantage of the fact that
Corpse Dance removes
summoning sickness,
attacked for five, leaving
Wagner at exactly zero life
and securing Place's spot in
the top eight.

Place had only once before, at the World Championships in 1996, finished in the top eight. He now proceeded to defeat Tongo

Matt Place's Red/Black Rochester Draft Deck

BLACK

Darkling Stalker
Dauthi Marauder
Disturbed Burial
Dreggs of Sorrow
2x Enfeeblement
Gravedigger
Living Death
2x Pit Imp
Rats of Rath
Servant of Volrath

RED

Fireslinger
Kindle
2x Lightning Blast
Mogg Conscripts
2x Mogg Fanatic
Mogg Raider
Opportunist
Searing Touch
Wall of Diffusion

LAND

8x Mountains 9x Swamps

Nation (see "Top Magic Pro's Teaming Up," page 21 this issue) adviser Chris Bishop, though Bishop had Circles of Protection: Red and Black on the table. Next up was Germany's repeat topeight finisher Peer Kroger, whom Place beat to earn a shot at 17-year-old Brooklyn, New York, native Stephen

OH)

O'Mahoney-Schwartz in the finals.

The finals were a romp. Place's quick critters and mass amounts of creature-kill enabled him to quickly roll over O'Mahoney-Schwartz, three games to none.

This lopsided Pro Tour will be remembered not only for Place's stellar play but also the introduction of Jeff Donais as the new head judge for Magic Pro Tour. (A popular decision among the players, as Donais has been in the tour himself and respects the "spirit of the game.")

The next stop on the Tour will be Los Angeles from March 6-8. Again, players will be using Tempest as the base for their decks, but

this time in a constructed format. III Gary Wise

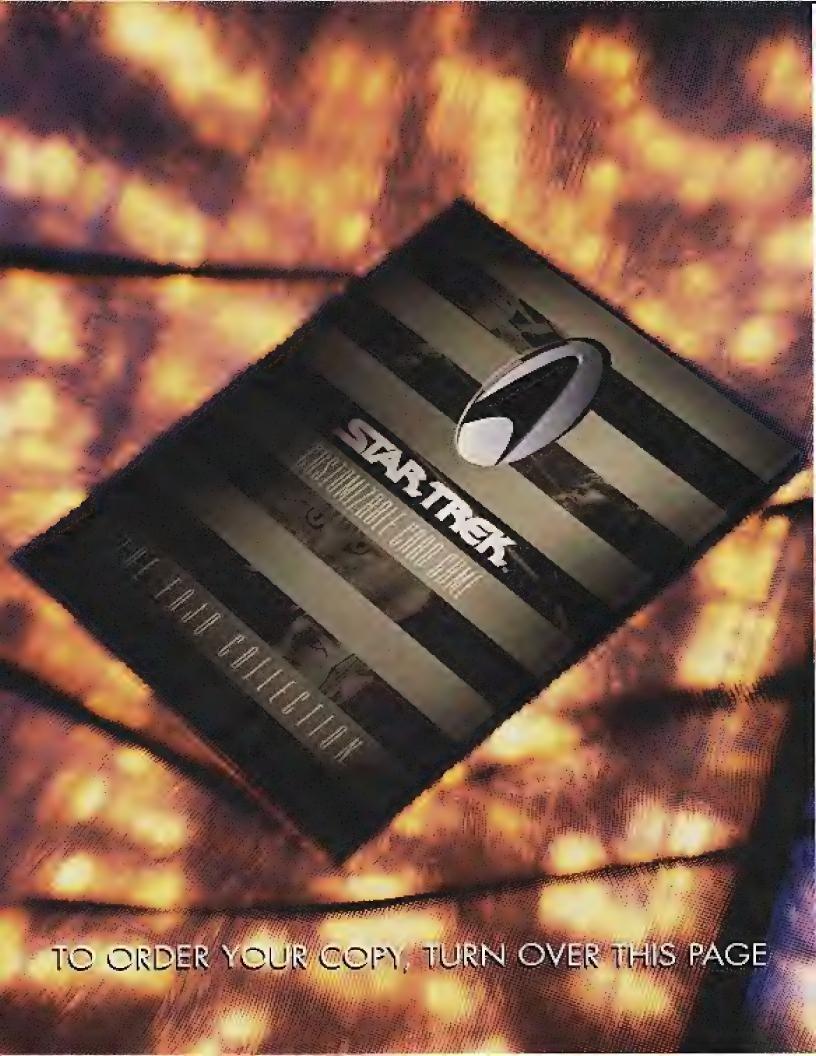
Set aside all creature cards in all pest than is in play into its owner's control.

Set aside in this way into play card set aside in this way into play under its owner's control.

Illus, Charles Giftespie

Lightning Blass

Two of the power cards that led Matt Place to victory at the Mainz Pro Tour.



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OverPower & Star Trek CCGs

Looking for a Home

leer/SkyBox International, maker of Stor Trek: The Cord Game and OverPower, is getting out of the game business.

But there's still hope for fans who enjoy playing with Marvel, DC and other comic book characters in the *OverPower* collectible card game.

"There are far more resources needed to market card games than regular trading cards," Fleer/SkyBox Entertainment Director Steve Charendoff explained. "It makes far more sense for us to let the experts take the game from us."

Charendoff hopes to license OverPower to an established game publisher before the end of 1997. He said he'd like to make a good deal for both Fleer and for OverPower players, which would include strong online and tournament support. If it seems feasible, Charendoff said, he will also license Stor Trek: The Card Game.

Steve Domzalski, once Fleer's marketing manager for Marvel and games, was working on *Image OverPower* when he and some 25 employees, almost all dedicated to Marvel, were fired in October. He agreed that Fleer was hindered by its lack of commitment to and comprehension of collectible card games.

"I would very much like to end up with the property," said Domzalski, who hopes that *OverPower* will thrive under different management. **■ Matthew E. Milliken**

Reer/Skybus is getting out of the 608 biz, making urphans and of ProrPower & Stor Lock: The Good Same.



Brave New World of Online Gaming

With millions of people online every day, net-based gaming is being looked upon as the next frontier in home entertainment.

"The growth we've seen in demand for online games is just incredible," said Lynne Beaman, media relations manager for interactive Magic, makers of more than a dozen online titles.

Interactive Magic (www.imagicgames.com) has the acclaimed Warbirds, a WWII flight simulator which pits you against up to 400 other online pilots. Their "MEGAplayer" technology allows fast-paced gaming without the usual lag and latency troubles of most large-scale network games. Interactive Magic also has "MEGAvoice" technology, which allows players to talk to other pilots instead of struggling to type messages while working a joystick.

No matter what type of game you prefer, you'll find opportunities to go head-to-head with gamers around the globe. Blizzard's Battle.Net (www.battle.net) offers the ultra popular Diablo. TEN, the Total Entertainment Network (www.ten.net), offers a flurry of choices, including Command & Conquer, Quake, Red Alert and even head-to-head Magic (see page 12). Give Gameworld (www.gameworld.com) a try if you like WizWar or the Shadowlist CCG. Gamestorm (www.gamestorm.com) offers BattleTech: Solaris, the RPG Legends of Kesmai and classic card games like Bridge and Hearts.

And of course there's the game. Origin System's Ultima Online (www.owo.com). There are too many online game sites to mention all of them here, but fear not, just bookmark the webpage www.happypuppy.com for an up-to-date list of links to online game servers as well as reviews and free demos to download.

To join the online gaming party you'll need Internet access, a Pentium-class PC running Windows95 (few sites support Macs at this time), SVGA graphics, a 2x CD-ROM, at least a 28.8 modern and a credit card. Though prices vary, most sites average \$2-\$5/hour and give you a choice of "pay-for-play" or a flat monthly rate (ranging from \$10-40/month). There are a few free sites, but you'll wade through much advertising to get to your game. •• Charlene Brusso

WE LOOKED IT UP



Gaea (Jeé-ah) • 1. In Greek mythology, the goddess of Earth and mother and wife of Uranus. 2. Synonym for "Earth" or mother nature in various fiction, including Magic: The Gathering (i.e., Gaea's Avenger). 3. Green life-form often smeared on bad pottery and sold as a "pet."

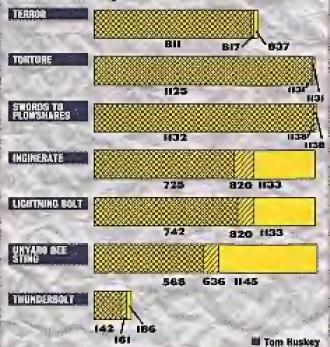
MAGIC DISSECTED

Greaturekili

Currently, there are 1158 creatures in the game (including Tempest but not Portal). This month, we're looking at some of the top creaturekill spells in Magic

How many creatures the spell can target, How many creatures it can "stop"—i.e., creatures must tap, phase out, regenerate to avoid being killed. How many creatures it can kill.

For example, a Lightning Bott cannot "kill" a Leering Cargoyle, but can "stop" it because it has to tap to increase its toughness to four.



n Quiring Minds



Why do mainstream newspapers skip this kind of crucial coverage? Aren't they bound by an eath to inform the public?

Here we have, according to the 26 November Issue of Waskly World News, a "genetically altered kangaroo—a mutant—that was born where secret government radiation experiments" were conducted. It's aiready killed 27 people, eaten some of them and could spring into action again at any time.

Why has only the tabloid press leapt on this story? We don't know why. But we're hoppin' mad about it, and when we find the responsible party we're taking them to court, and it'll be a kang... nauh, that's toe easy.

news

TSR *Marvel Super Heroes* Return

ulk is getting ready to "smash puny humansi" For The Thing "it's [almost] clobberin' time!" And Peter Parker's spider-sense is tingling. Why? Because TSR has announced it will release a revised Morvel Super Heroes Roleplaying Game. early this summer.



Based on the Saga system, which uses cards to resolve combat and was first featured in the Dragonlance Fifth Age. RPG, Marvel Super Heroes heralds a welcome return of the classic heroes long absent from the RPG scene. But why the switch from a traditional system such as Champions or TSR's first edition Marvel Super Heroes to the Saga system? According to TSR Marketing Director Steve Peterson, cards similar to the fate deck in fifth Age allow for "fast resolution with a more dramatic feel because players have more control."

"And the Saga system can handle the disparity between characters such as Daredevil and the Hulk. It allows the feel of the game to match its drama," he said. Plus, using only cards instead of dice allows for more choice on the part of the player and less chance that combat will be determined by a random die roll.

Peterson also noted that by using a pre-established system rather than creating an entirely new one, players have easier access to the game. "People can be more focused on content than systems," he said. Obviously, it's easier to play a new game if you already know the basics, but why play Morvel Super Heroes over other comic-based games on the market? "You'll be able to create your own unique characters, of course, but we believe players will want to pit their characters against Marvel characters rather than playing the Marvels themselves," Peterson said.

The boxed set will contain cards, a book of maps and a book of adventures. It's scheduled for a June release and should cost. you \$20. Support will follow monthly thereafter for the rest of '98. First up is an X-Men roster book including stats and adventures for the world's favorite mutant team. That will be followed by another X-Men adventure, a guide to the Earth of the Marvel universe and two Avengers supplements. # Brent Fishbaugh.

BEST SELLERS

TOP 10 CCGS

- 1. Magic: The Gathering
- 2. Star Wars
- 3. BattleTech
- 4. Shadowrun
- 5. Legend of the Five Rings
- 6. OverPower
- 7. Middle-earth
- 8. Rage
- 9. Star Trek: TNG
- 10. Vampire

TOP 10 RPGS

- 1. Advanced Dungeons & Dragons
- 2. Vampire: The Masquerade
- 3. Star Wars
- 4. Rifts
- 5. Shadowrun
- 6. Deadlands
- 7. Werewolf: The Apocalypse
- 8. GURPS
- 9. Heavy Cear
- 10. Changeling: The Dreaming

news

MTV Forces Æon Name Change

White Wolf's Æon sci-fi roleplaying game did not hit the stands as planned in November. And it never will.

Ann hasn't been canceled, it did, however, run into legal trouble because of its name. Turns out Viacom/MTV may have rights to the word Ann. According to Jeannie Kedas, speaking for MTV, "We feel that Ann is a copyright violation related to the established MTV character Acon Flux. We aren't trying to be mean here, we just want to protect our intellectual property."

Greg Fountain, director of marketing for White Wolf, confirmed that

the release of Æon was delayed by a pending concern brought up by Viacom and MTV. "We are changing the name of the game from Æon to Trinity. We printed

stickers for placement over the Æon name on the cover of the basic rulebooks already printed," Fountain said. "However, I want to assure players that the game mechanics, quality and storyline are not changing—just the name has changed."

While White Wolf appeared confident the matter was settled at the end of November. Viacom/MTV would not confirm the situation as resolved. The name change was initiated while InQuest #33 was being printed resulting in all editorial material carrying the old name, while the quick-start booklet was changed to Trinity. **III Sean Melville**



The sci-fi RP6 formerty known as *Eon*.

BLAST FROM THE PAST

A LOOK AT *INQUEST'*S FAVORITE CLASSIC GAMES

NAME: STARSHIP TROOPERS

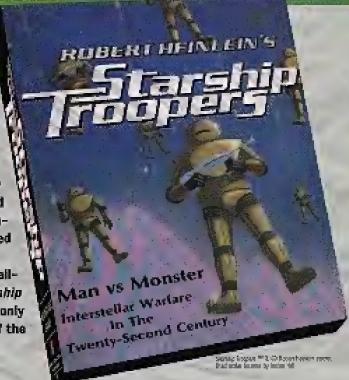
ORIGIN: Avalon Hill Game Co., 1976
TYPE: Science-fiction board wargame

CONCEPT: Vastly outnumbered human soldiers use their ultra-powerful battle suits to kick some allen posteriors.

LEGACY: One of the first games to use "programmed instructions" whereby players were only required to read a short section of rules and then play a scenario using only those rules. The scenarios became increasingly more involved as more rules were introduced. The seven scenarios follow the humans (or "terrans") as they assault the alien alliance after it attacked Earth. Initially, it's the starship troopers versus the wimpy "skinnies," but as you learn to play, you get to take on the dreaded bugs—zillions of 'em.

AVAILABILITY: Out of print, but one of Avalon Hill's best sellers and still commonly found at game cons. Their new Starship Troopers: The Movie Same is a completely different thing and has only the topic in common with this title. (See page 28 for a review of the new game.)

TOM SIJZEWSXI



Top *Magic* Pro's Teaming Up

The ever-increasing complexity of Magic and intense competition for the big prize money has resulted in professional players forming teams to stay competitive.

"Working together on designing and testing decks is a huge advantage," explains Bill Macey, captain of Team AustiKnights from Austin, Texas. "Instead of several players all working on the same deck, we are able to divide the work and cover more ground," The AustiKnights' efforts paid off

well; team member Adrian Sayers placed in the top eight of Pro Tour: Chicago using a version of a Necro deck he'd worked on with his teammates.

Most of the teams are set up by players local to each other—such as Team Canada founded by prominent Pro Tour players from Toronto and including such well-known names as Eric Tam, Paul McCabe and Terry Borer. Some of the other well-known teams include The Team with Brian Weissman and George Baxter, Tongo Nation with Mike Long and David Mills and Team Deadguy with Chris Pikula and friends.

Some teams take a more international approach. The Legion has members from around the world and conducts most of its playtesting and strategy discussions. over the internet, "New decks and ideas are born in different places all the time," says 1997 world champion and Team Legion member Jakub Slemr. "Having some of the top players from around the world work together. and share the information they find locally as well as their own thoughts is an incredible tool. I find it to be

extremely helpful." The Legion currently has members in the United States, Canada, Czech Republic, France and Norway.

The consensus is that team play adds a new layer of competition to professional Mogic, "The team trend will not change Magic itself-nor should it," said Bill Macey. "It will, however, make it a lot harder for individual players to successfully compete. with those involved in teams." Malex Shvartsman

Magic has gotton so complex that top players are forming teams to stay competitive.



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NEWS BITES

 R. Talsorian Games will produce the official Bragonball Z releplaying game. Using the well-established hadon system, the RPG based on the hit animeted TV show of the same name is stated for release in Spring.

Magic's Arena League has announced if will release eight new Vanguard cords next year. Unlike lost year where each registrent only received half the set, this time around everyone will get the entire set when they sign up.

 Natrunoer fans have bonded together to form a player's arganization called the Top Aumeus' Conference, For full details, chark out their web page at www.ryberjunkie.com/weelle or e-mail. Bob Flack at flack-rg@salem.gs.com

White Walf has entered into a liceoing deal with Precedence Publishing to use the Immortal trademark. Precedence expressed concern over White Walf's "Immortal Eyes." series of storytelling supplements and novek for its Changeling: The Dreaming EPG, feeling it was too close to its Immortal EPG.

 Hearthreaker Hobbies announced it will release the first expansion to its Durk Eden CCC. Titled Genesis, the 120+ and set is due to be in stores come February.

 Hearthrooker's Doomstreaper also continues to much along. The seventh expansion, titled Responses, promises to add more than 100 new cords. They're shooting for a March release.

* Just when you thought every pessible game involving a Star Trek there had been made, along comes Ster Trek Plabell. This new release from interplay is the only pinted game available based on the venerable alone their tebles: "Bodly Go" has a James T. Kirk theme; "Gapla" is based on a Wingan theme and "Hemosis" shows a battle between the Federation and Ningans.

Interplay's Baldar's Gete is being hyped as the future of computer roleglaying. Using an advanced game engine, celled "The BioWare Infinity, Engine," this cutting edge program set in TSR's Forgotter Realits world will have live Cits and rearly 10,000 game screens. It reportedly took a 77-member design team more than 18 months to produce.

* Actor Bruce Compbell ("Army of Barkmass," "The Adventures of Brisco County R.") will supply the voice for the character of Pittfell Henry, Jr. in Activision's Pittlell 430, due out for the Sony PlayStation in March. 3D has Henry Jr., traveling through a dimensional rift to a decimated cacteril civilization, where he must defeat on evil army, rescue the girl, and save forth.

 GT Interactive is developing a 3D real-time combat strategy game based on H.G. Wells novel, and lessued by Jeff Wayne's best-selling above, The War Of The Worlds. Commemorating the 100th anniversary of the book's release this year, the game will facture full texteremapped animaled objects, dynamiclighting and non-linear pame play.

lighting and non-linear game play.

• A Wing Commander feature film is in development at Fax, based an characters, starylines, themes and other creative elements found in things Systems popular Wing Commander computer game.

Sports Mustrated ran a less than feverable article on competitive Magic in early December. The best headline the creative crew at the weekly bible for jock wannables could come up with is "Kovenge at the Koris." Alon't that dever.

* With the sucress of "Anastasia," fax. Family: Films is currently in production on an animated sci-ff epic titled "Planet Eco." The story is a Treasure (sloud-like tale set in a lutere where the Earth has been destroyed and a 19-year-old boy (Main Damon) raised by aliens teams up with a crew of space phases.

* Scorpio Pictures is producing a film based on Bancy A. Callins' vampine novel Songlesses After Dark, about a punk-rock vampire/vampire-slayer

named Sonia Mus.

 Kevin J. Anderson and Brian Herbert, son of Frank, are writing a trilogy of prequels to Dane for Santon Books, which will use notes and outlines left behind by Frank.

* New Zepland "TV Guide" recently renegled the title of this summer's X-Files feature film will be "The X-Files: Fighting for The Future." Expect the four final episodes of "X-Files" this season to lead directly into the film.

* MEC will scan add a series about vampires, firled "Legacy," to its Saturday night Thrillogy line-up, as the official replacement for last year's short-lived "Sleepwakers." The plot for "Legacy" was shot under the title "Van Heking Chronicks."

*Takyo DisnaySea will open adjacent to Takyo Disnayland in 2001 and feature seven different "parts of call" with various ocean-themed adventures and an ald-world thaly-themed hatel. "Parts" at DisneySea include a 1001 Hights-themed Arabian Coast and a Mysterious Island inspired by Jules Yama which includes a thrillida to the center of the Earth among others.

Universal Studies Florido has amounted plans to open have new theme parks between 2005 and 2010. The parks will be built on 2,080 acros Deiversal recently bought, located at Republic Drive and Sand Luke Road in Orlanda.

By Sean "ZENtertainment"

Lordon & The InQuest Staff

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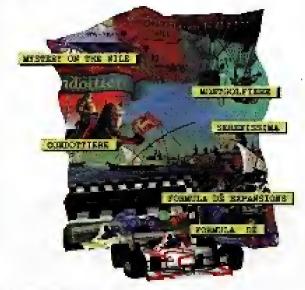
The dynamite pointing of "The Living Tome" on page 38 feet issue was by our favorite Italian: artist Stafano Baldo. We failed to give him gradit. Sorry 'bout that.



Invasion of the Euro Games

Merican game distributor Chessex has concluded a deal with Euro Games Descartes of France to become the exclusive North American distributor for five of Euro Games' top-selling titles.

According to Tom Talamini, director of sales and marketing for Chessex East, "Euro Games' tradition of phenomenal games," is what piqued Chessex's interest. And, "They really showed an interest in helping us translate the games and set up tournaments for them," he said.



Five of Europo's top games have landed on our shores.

The five imported titles span a wide range of themes and play formats and should interest even those who are not hardcore fans of each game's particular topic. Formula De, for example, is an auto-racing game which doesn't require any interest or know-how of racing to be enjoyable. Players are put in the driver's seat of a Formula One car and make various tactical decisions, including when to shift gears. "I'm not a particularly big race car fan, but this game was a hoot-and-a-haf," said Talamini. Others must agree as the game already has an expansion.

Mystery on the Mile is a Cue-style whodunit centered around a theft that takes place on a ship cruising down the Nile River. However, unlike Cue, players can throw a wrench into their opponents' plans by altering evidence.

Conduttiere, Italian for "conqueror," revolves around the conquest of Italy. It's more of a wargame but involves a lot of bluffing, according to Talamini. Battles are resolved using cards.

Sevenissima is a Diplomacy-meets-Settlers of Coton game of economics set in Venice, Italy. "Actual combat is rare, and players quickly find that war is costly," Talamini said.

Finally, Montgolliere is a hot-air balloon racing game described as "beer-and-pretzelly," which means that it lends itself to a more casual, roll dice and see what happens, style of play.

All five games are currently available and range in price from \$25 to \$50. For more information, check your local game store or call Chessex East at (800)-876-2193.

DecemySmith: A serious store of the serious sto

Reward for Designing Award

For two decades, the Academy of Adventure Gaming Arts & Design has handed out awards for excellence at the Origins game con. Winners received a handshake and a generic plaque noting their achievement. But that's about to change.

"The game industry draws many brilliant, creative writers, illustrators and designers who get little recognition (or financial compensation, for that matter) for their great work," said Academy chair Charles Ryan. "The Origins Awards should grant a bit of prestige and even glamour to the business. The plaques which have been given out over the past 23 years haven't really contributed to this mandate—but a unique and special design should."

And what better way to revamp the award than by sponsoring a competition among game fans—with a \$1,000 prize! "The Awards have been organized and run by game industry professionals and dedicated hobbyists," said Ryan. "By commissioning a design from within this community—especially a design that will come to be a symbol of the industry for years into the future—we strengthen that legacy and the ties within the community."

Interested? Get complete guidelines from the Game Manufacturers Association at (540) 953-1658 or E-mail: academy@gama.org. Deadline for submissions is February 15.

Allen Varney

MAGIC UPDATES



Beneral Rulings:

 Effective January 1898, Strip Mine is restricted in Type i (Glassic) tournaments.

• Damage redirection counts as assigning damage, so Furnace of Bath will re-trigger when damage redirection—lectuding trample—resolves. For example, if a Ball Lightning is blocked by a 1/1 creature, the Furnace doubles its six damage to 12. Eleven damage tramples over, and the Furnace doubles that newly assigned damage to 22.

 A number of Tampost cards say that a creature is destroyed and can't be regenerated, it is legal to use regeneration spells and abilities on these creatures, but the regeneration effect will fail.

Reversal

Abeyance restricts what players can do rather than affecting specific cards. Therefore it prevents the target player from using authored abilities of cards in the graveyard, such as Ashon Choul and Carrienotte.

Specific Card Bullege and Errata:

 Cold Storage works just like Safe Haven. The first ability removes a target creature from the game; the second ability puts all those creatures into play under their owners' control.

• The card chosen for Carsed Scroll must be revealed to all players.
• Ertai's Meddling prevents the spell from resolving at the usual time. If two Ertai's Meddlings affect the same spell, you remove two counters per turn and the spell resolves when the last counter is removed. For example, if one Meddling was for seven and the other for one, the spell will resolve in four turns. The spell only resulves ence; the second Meddling also tries to resolve it, but

falls since the spell is already gons.

- When a Licid hops onto a creature, it loses all former types, not just the type "creature." For example, if you use Ashnod's Transmogrant on a Licid, then change the Licid to us enchantment, it stops being an artifact until the Licid effect expires.

 All of the tokens created by Yordant Force come into play under control of the Force's controller, not the active player's control.
 Beth "Belling" Mourand



Time once again to put your eye to the keyhole and get a sneak peek at what's happening behind the scenes in the wonderful world of gaming.

- Rio Grande Games, the publishing arm of distributor Wargames West, has its eye on Wizards of the Coast's castaways: They're rumored to be looking into purchasing Netrunner and Vampire: The Eternal Struggle CCGs from the gaming giant... and possibly even the BattleTech CCG.
- Though Daedelus Entertainment president Jose Garcia has stated repeatedly that the next Shadowlist expansion—Throne War—will be released imminently, his bankrupt company's woes continue to worsen. Not only does the release of Throne War now appear highly unlikely, we received notice that the company's bankruptcy lawyers, Vortman & Feinstein, have filed a motion to withdraw from the case due to non-payment of fees and Daedelus' failure to honor commitments to creditors. We tried to get their side of the story, but Daedelus' business phone number is, once again, "no longer in service."
- Do you have to sell your sout to work for TSR? No, but senior creative staff do have to sign a non-competition agreement. You can't freelance for anyone else while employed... and can't work for anyone else in the industry for six months if "down-sized." Strangely enough, the newly returned "celeb" artists haven't yet had to sign such an agreement.
- "I think the reason the rumors are around is that it is true we are looking at our options," WotC CEO Peter Adkison said in Comics Retailer magazine regarding talk that his company may distribute its products directly. "Retailers would be happy to buy from us directly... It's purely a strategic choice as to whether that's the best way for us to handle our distribution," he added.
- In light of ongoing trouble with Troll magazine, fantasy artist and frequent InQuest contributor Ed Beard Ir. called to assure us that he is not now, nor has ever been, its art director as claimed by the magazine's management.
- Raymond J. Tapio of Brewster, New York, got a rude awakening in late October, 1997. His crime: He produced a magazine and supplements for Avalon Hill's Advanced Squad Leader, game. Representatives from AH, including the company's president, entered Tapio's private residence at 7:50 a.m. on a Monday morning accompanied by a Federal Marshal and confiscated his products and some personal effects. Tapio went to court to have his property returned and has since worked out an agreement with AH allowing him to continue producing his mag.

Keep in mind that these rumors may have shifted during editing; please exercise caution when opening the overheard bins. Should you discover anything confidential of interest to game fans, don't hog it all to yourself, e-mail: 1QSecrets@aol.com

REVIEWING THE LATEST RELEASES IN GAMING

Middle-earth: The White Hand given up hope of defeating Souron."

"Candalf has

iddle-earth: The White Hand does something few other CCG expansions have accomplished and with great success. The new characters and cards in this set truly expand the game, adding a whole new style of play—one which fans of the game's storytelling aspect will greatly enjoy.

The focus of The White Hand is the fallen-wizards, instead of trying to rally the free peoples or support the cause of Sauron, your goal is to further the agenda of your wizard. Gandalf has given up hope of defeating Sauron, and hopes to manipulate people to stall the inevitable; Pallando seeks to raise an army to defeat Sauron: Radagast just wants to get in touch with nature.

There is a new character card for each wizard and in many ways they're better than their regular set counterparts. For example, the new Gandalf untaps at the end of your organization phase and allies controlled by Radagast have no movement restrictions!

The White Hand also introduces a new class of cards to complement the fallen-wizards—stage resources. These special resource permanent-events are only usable by fallen-wizard players, and most of them give you from one to four stage points. Stage points represent how far

your wizard has deviated from his primary goal, and they are a double-



edged sword. Some pow-

erful resources can only be played if you have a certain amount of stage points in play; however, there are several new hazards that can cripple your wizard if he has too many points.

But if you're willing to take a few chances, the rewards are well worth it. Many of the stage cards are powerful-more powerful than you'd expect resource permanent-events to be. There's Hunter's Garb-which an Alatar-player can tap each turn to retrieve Risky Blow, True Fana or The Hunt from his discard pile—and a similar card for each of the other wizards. There's Radagast's shape-changing cards, a subset of cards that allow him to shift form (and statistics); my favorite is Winged Change-master, which allows Radagast to essentially teleport to any site on the map.

The best part about these resources is that you don't have to wait to draw them—you can (and must) begin the game with three stage points worth of stage resources. With the cards at your disposal in The White Hand, this brings deck manipulation to an unprecedented level.

THE WHITE HAND

GAVE: MIDDLE-EARTH CCG PUBLISHER: IRON CROWN ENTERPRISES DESIGNERS: MIKE REYNOLDS AND COLEMAN CHARLTON

CENHE: FANTASY RELEASE: DECEMBER 1997

SET SIZE: 122 CARDS PACKAGING: 12-GARD BOOSTER PACKS SUGGESTED RETAIL: \$3.25 PER BOOSTER PACK













"Heigh-ho, Heigh-ho, To kick some ass we go..."

The White Hand doesn't stop at new game mechanics; it does everything a good expansion should. Even if you're not interested in playing a fallen-wizard, there are plenty of goodies that will enhance your existing Middle-earth decks: permanent-events like Flotsam and Jetsam, which shuts down deck manipulation when your opponent's deck goes below 15 cards, and Promptings of Wisdom, which gives one of your rangers the ability to tap and cancel nasty hazards like Snowstorm and Long Winter. With the ability to create a potent automaticattack at the wilderness site of your choice, Nature's Revenge can make ill-prepared companies pay.

Minion players will love to get their hands on the common short-event Crept Along Cleverly, which cancels just about every dangerous non-detainment attack with no drawbacks. Three of 'em in your deck will make looting dragon's lairs a breeze. And in the vein of Orders from Lugburz, there's Open to the Summons, a resource permanent-event that allows you to include an agent in your starting company. How'd you like to kick-start your game with The Grimburgoth?

Hero players won't be disappointed either. Noble Steeds is a non-unique ally which allows your company to jet two additional regions every movement/hazard phase.

THE GOOD

 This set has everything a good expansion should: a new strategy that totally changes the way you play the game, super-powerful cards that you simply can't ignore and potent cards that can easily be slipped into existing decks.

 Two rares per pack and a small set size equals easy collectibility. You should have little trouble getting a full set out of one box, and you'll be pretty close to a full play set.

THE BAD

 Overall, the artwork isn't as strong as it has been in previous sets. Still, there are some outstanding pieces, and the art certainly isn't disappointing.

THE UGLY

 The new rules, with all their contingencies, can be a bit mind-numbing. But, like region movement, they become secend nature once you get them down. Four "animal" factions put another strategy at your disposal. Two of these new factions can be tapped to generate resource-like effects during your turn.

In an industry where far too many expansions merely add more of the same, The White Hand does everything a true expansion should. From top to bottom, the set is fun, powerful and exciting, and it truly does expand the scope of the game.

Inkelbrok

JANUARY RELEASES

- MADED: Sea of Blood (Menstrous Arcana)
 We know you've been waiting two months for
 the third installment in the "evil fish-men"
 sage. Well, it's here. Bon't go on any
 underwater adventures and you'll be safe.
 TSR. 84 pages. 513-95.
- AB&B: Tribes of the Heartless Wastes
 You want frozen tundra, you got ill This
 compaign expansion lays open the savage
 lands of the bruis! Yes, complete with now
 rules, new spells and details about this Cerilla
 outture. Bexed set with two booklets, a map
 and 32 war pards. TSR. \$18.95.
- Babyton Project: Game Resource Kit
 The last, best hope for cardboard. This
 package includes a gamemaster's screen and
 28 pages of socrets and cool knowledge for the
 Babyton Project releplaying game. Chameleon
 Edectic, \$12.00.
- Battle Tech: The Dragon Boars

 Oive into an opic Britis Fach company with The Bragon Roars. The forces of the Draconic Combine and its alice clash with Clan Smoke Juguar in a desparate struggle that will decide the Data of the inner Sphere, Based on the events in Michael Stackpole's latest Battle Fach novel, Graver Converset, this scenario pack includes rules for use with the new BattleFach 2 game system. FASA, 64 pages, \$12.
- Champions: New Mittenium:

 Ray City Sourcebook

 No 1970s bubblegum pop here, Just an in-depth
 report on the California megaplex that's home

report on the California megaplex that's home to the latest incornation of the Champions superteam, includes maps, plot devices and new rules, R. Talsorian Cames, 144 pages, \$20.

🔛 Dragon Dice: Scalders

Armed with the power of fire and water, redand-green "Steam Bancers" search across the bettlefield in the latest *Oragina Bico* release. Piss 'em off and they'll bell you like a lebster. No hidding-we've soon it. TSB. Eight-dice bloker packs. \$4.86 per kicker.

continued on disc 28.

🗰 Great Rail Wars: A Fist Full O' Ghost Bock A series of adventures and scanarios for the Waird West miniatures game, many revolving around the mysterious Gal With No Name. (Don't even ask about the horse, She hates that.) For those who haven't yet picked up GRW because of the steep price, be sure to check out the Express rules at www.peginc.com.

Rong Kong Action Theater; Swords of the Middle Kingdom

They're gratis, amigo. Pianacle. 88 pages. \$15.

Big Trouble in the world of Wu Lind This sourcebook for Home Kone Action Theatre covers wucks, the sours of Asian martial arts flicks with a more mystical bent. As if that plo't enough to raise a kial, it's also get the first-ever kung-fu ministures wardame rules! Event Herizon, 192 pages, 525.

Joylan Chronicles:

Humanist Alliance Leaguebook This second AST Leaguebook brings you into the modern utopia of the Humanist Alliance. The Louguebook gives complete details on all Humanist city-states, the league's history and its social system. It also features releptaying campaigns, new equipment and many new character archeypes. Dream Pad 9. 112 pages, \$19.95.

Mage: Technomancer's Toy box

This one's cooler than the keys to your uncle's time machine, it's full of cadeets, devices and inventions for the Sons of Ether, the Virtual Adopts and the Technocrapy. How can you say ne to thinly-valled mack-ups of the Math V from "Spood Raper" and Jeft Cela? Plus. It's not an index of all the technological items featured in any of the Mage books thus far. White Wolf, 104 pages, 515.

Psychosis: Solitary Confinement Another of those...weird...adventures for Psychosis where all the PCs are completely, well, crazy, kiclades still more campaign sessions that make your players questions. their identities. Be sure to pack your Thorazine before playing. Chameleon Edectic. 168 mades, \$15.

📂 Shadowrum TCG: Second Edition The second run of FASA's popular Shadowren Trading Card Game Features new objectives and other new cards that add a different feel to the same, new art, and clearer text and rules clarifications. FASA, 60-card starter docks: 15-card booster packs. \$8.88 per

الدلا ولالمارية للمستثلثات

Dreams and Nightmares

ver wondered where your imaginary friend went after you were too old to play with him anymore, or what happened to the monster that lived in the back of your closet? They're both alive and well, walting for you in the Dreaming.

Dreams and Nightmares, a supplement for White Woll's Changeling: the Dreaming, reads like a tourist guide spawned from the imaginations of Hans Christian Andersen and Edgar Allen Poe. It describes an endlessly changing world of aching

beauty and bottomless horror, almost perfect but fatally flawed. The Dreaming is a world created and populated by the dreams and nightmares of mortals, yet permanently sundered from the waking world. It is a dangerous place, subject to storms of chaos-full of traps, pitfalls and false paths to trick the unwary.

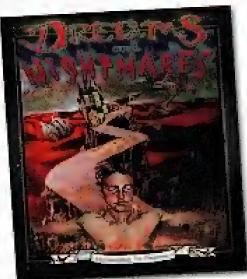
You might think it would be difficult to come up with rules governing a realm of chaos, and you'd be right. There are very few hard and fast rules given for running adventures in the Dreaming-most of the ideas put forth are subject to the Storyteller's whim. The book establishes the mood and atmosphere of the Dream realms instead of providing a series of rules and charts.

Most of Dreams and Nightmares is dedicated to describing the Dreaming's various realms. While geography here is not fixed, there are several examples of places and chimerae to be found everywhere as well as bits of legend and history about Arcadla, the lost home of the Kithain.

Many things brought up in the rulebook but never clarified are explained in depth here. Rules and guidelines are given for harvesting glamour and creating chimerae, and freeholds are described in greater detail. The book also describes how other supernaturals in the World of Darkness interact with the Dreaming, making this a valuable resource for anyone running a game with a mixture of character types.

Most importantly, Dreams and Nightmares is a bottomless well of ideas. It describes and populates an entire new world with myths, legends, treasures and quests for storytellers to weave into their games. Every part of the Dreaming has its own riddles and stories, from the cursed Glass Twins in the Nautilus Tower to the hidden message in the Great Engine.

'A world of aching beauty and bottomless horror."



The rules can be vague at times, relying heavily on sto-

ryteller discretion and making this supplement a bit difficult for new players to use. However, it is a definite treasure for imaginative roleplayers who want to explore the heart of what it means to be a changeling or for storytellers looking to add a touch of epic heroism to the World of Darkness, # Rebecca Schoenberg

DREAMS AND



PUBLISHER: WHITE WOLF AUTHORS: R.S. MARTIN, NEIL MICK & JIM MOORE GENRE: FANTASY

RELEISE: DECEMBER 1997 TORMAT: 128-PAGE SOFTCOVER SUGGESTED RETAIL: \$16











starter; \$2.88 per booster.

There's big guns and giant robots, but it ain't BattleTech. There's plenty of angst, but it's not Vampire. And though you get to play a creature known to strike terror in the hearts of adults across the galaxy, it's not Bills.

Welcome to high school—anime style.

The plot for Teenagers From Outer Space is fairly simple: Aliens discover Earth, the one planet in the known universe with a teen culture. In exchange for cultural artifacts like french fries and rock'n'roll, the aliens give us whopping loads of technology and let their kids attend school here. The result, as shown in every sit-com from "I Dream of Jeannie" to "ALF," is a comedy of errors as both sides try to adapt.

In TFOS you can play either a human or alien teenager. Aliens get strange powers (like the ability to dial

be Rath Cycle

TEENAGERS FROM

PUBLISHER: ANIMEGHANIX/R. TALSORIAN CAMES
JUTIOIS: MIKE PONDSMITH AND GREG COSTIKYAN

GENIE: COMEDY/ANIME RELESE: JANUARY 1898 FORMIT: 128-PAGE SOFTCOVER SUGGESTED RETAIL: \$18 includes s teenager, Allens Magical Co

an imaginary phone and talk

to anyone in

the world, or

turn into a 30-

foot firebreath-

ing monster)

while humans

have the ability

to get an alien

"Save the world. Fly to Venus. Get a date for the prom."

to believe anything they say when it comes to Earth culture. Stats, which include things like Relationship With Parents, Smarts and Driving, are rolled randomly. However, the game grades on a curve: Do too well on a given stat or roll and learn that you can have too much of a good thing.

Teenagers does its best to live up to the comedic nature of its source material, which

Includes such anime as Ranma 1/2, Kimagure Orange Raad and Magical Girl. It gives the prospective referee advice on how to run a comedy RPG, which in itself is worth the price of admission, and the sarcastic tone of the book is laugh-out-loud funny in parts. Plus, it's co-authored by Greg Costikyan, the guy who designed Toon. If anyone knows how to get a laugh from a gaming group, it's him.

Humorous roleplaying is, moreso than other genres, a matter of taste: If you don't think that gender-switching teens, babes in Battle Bikinis, the travails of fighting off the Galactic Federation and that dweeb in homeroom are funny, the best game in the world won't convince you. However, for my money, this is one of the better comedy RPGs out there. III Jason Schnelderman

TE 4 Mor Len

The story unfolds before you.

• Add one colorless mana to your mana pool.

10. c: Put target creature card from your gravetand on top of your library

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JAN. RELEASES

W Shadowrun RPC: Predator & Prey It's man versus beast in this advanture set that drops shadowrunners into the lairs of some of the worlds deadlies devilest critters. Scenarios and adventure hooks galore let gamentasters and players pit their characters egoinst paranormal animals whose formidable powers rival those of the toughest metahuman in the sprawl, FASA, 138 pages, \$15.

Star Wars BPG: Classic Adventures 15
The lifth installment of Classic Adventures presents three provincely out-or-print adventures from the first-edition Star Wars tine-upgraded to the Second Edition rules. Now you too can escape a damaged Star Destroyer before it explodes, save Commander Ackbar from the imperials and rescue the galaxy from an embitious importal Moff. You even get maps, scripts and charts—the works. West End Barnes. 128 pages. \$18.

Teenage Mutant Ninja Turtles, Second Edition

Now, New, Hemi That's the watchmend with this revised edition which beasts new art—including Eastman & Laird and Simon Bisley—and additional pages. TMMT is built to be fully compatible with Heroes Walletted and ellows you to build a comprehensive superhero universe. Ne word yet on whether Venus de Mile makes an appearance. Patiadium. 128 pages. \$12.85.

Trinity: Hidden Agendas

You don't need to be an ISAAn to foresee that when a new game is released by White Noif, the storyteller screen/loftover information combo plate will fellow soon after. All the stuff they couldn't cram into the main book, along with the nifty new logo. White Wolf. \$15.

Wampire: Cities of Barkness, Val. 3
Yet another reprint volume for Kampire. This one repackages the First Edition coursebooks
Dark Golony and Alien Hunger. The First covers
New England in the World of Barkness, while
the second is an introductory adventure full
of things to do in Denver when you're undead.
White Worl. 200 center, \$18.

Wraith: Book of Legions

If it wore just a Players Guide to the Hierarchy, that'd be exough. Write-ups on the Deathlords and their troops, new arcanol, that whole spiel...fine. But door of Legions else happens to kick off one of the biggest things to happen to the World of Darkness in years. The Rockening's at hand, folks. White Wolf, 152 pages, 518.

CAME REVIEWS

Starship Troopers: The Movie Game

A starship trooper, according to the Robert Heinlein book on which the

"It's all about plugging alien bug holes..."

film and game are based, is "the bloody infantry, the doughboy, the duckfoot, the foot soldier who goes where the enemy is and takes him on in person."

That's exactly what you do in Avalon Hill's new Starship Troopers (ST) board game. As the starship trooper player, you are placed on an alien planet with one job: busting bug butt. The "bugs," spider-like aliens called Arachnids, don't appreciate this. They're intelligent, giant, hive-mind insectoids and fight back with their Warriors, flying Hoppers, armored Tankers and artillery-like Plasma Bugs.

The Mobile Infantry (MI)—as the starship troopers are known—are represented by 10 characters from the film and their assorted ordnance which includes fun stuff like chain guns, assault rifles and even tactical nukes. Twelve scenarios take you through the fight scenes from the film, each with a set mission the MI must accomplish. Missions include destroying bug eggs, rescuing wounded comrades and sometimes just staying alive. The most common objective, however,

is plugging allen bug holes.

No kidding, ST is all about plugging alien bug holes. Bug holes are where the subterranean-dwelling Arachnids emerge from. Each turn, a new bug appears on every existing hole. If you don't close them, they keep getting reinforcements. Game



play is a series of move/fight turns until one side wins. Combat is simple: Roll less than or equal to your hit number to nail your target. Once nailed, targets get a saving roll, If they make it, the hit is absorbed by their armor.

The MI is lethal in combat and dead bugs stack up like cordwood. But bugs come back, trooper casualties do not. That's the strategy aspect of ST: balancing the starship troopers' lethality versus the sheer numbers of bugs.

This new ST bears little resemblance to AH's game of the same

STARSHIP TROOPERS:

PUBLISHER: THE AVALON HILL GAME CO.
DESIGNER: BEN KNIGHT
GENEE: SCIENCE FICTION BOARD GAME
RELEASE: DECEMBER 1997
COMPONENTS: GAMEBOARD, RULEBOOK, 24 VINYL
DAME PIECES WITH STANDS, SHEET OF MAP
OVERLAYS, 4 WEAPONS CHARTS, 4 DICE

SUGGESTED RETUL: \$30

title released in 1976. The earlier game tried to be true to the book and was an involved wargame; this version, like the film, is all bang-bang and fireworks and little else. It's a simple spider-spankin' shoot-em-up and fun as far as it goes. But once you've exterminated a couple hundred bugs, the violence gets tiresome, just like the movie. **III Tom Sizewski**

1071 Style Parties by the Syle Market









If you've felt that a lack of armored airships, boiler-powered motorcycles and gatling rifles has been holding back your Deadlonds campaign, then Smith & Robards is an answer to your prayers. Like a Jules Verne version of a Sears-Roebuck catalog, hundreds of inventions and gizmos to inspire and equip a group of adventurers are a packed into this supplement—and all at reasonable prices. You also get new archetypes, alchemy rules, vehicle chases and combat, expanded Mad Science rules and an adventure.

Unfortunately, not everything is so rosy. The new alchemy rules make the mistake of using the word "potion," calling to mind imagery from a different game entirely. Smith & Robards should have replaced the word with "tonic," eliminated the possibility of using elixirs for healing and kept us from ever having to hear "I swaller my potion of Extra-Healin" during a Deadlands game.

On the good side, however, Smith & Robards does have excellent rules for han-

SMITH & ROBARDS

GAVE: DEADLANDS
PUBLISHER: PINNACLE
AUTHOR: JOHN HOPLER
GENRE: WESTERN HORROR
RELEISE: DECEMBER 1997
SHRNLT: 128-PAGE HAROCOVER

SUGGESTED RETAIL: \$20

s have excellent rules for handling vehicle chases and combats. Written for a role-playing game, rather than a wargame, the rules avoid the pitfalls of too much detail and too little excitement. And while the inventions in the catalog are powerful, a counter to the potential unbalancing effect

is their expense and the rather

difficult means of acquiring them. Better still, the new research mishaps and gizmo flaws will keep players on their toes when using that rocket pack or gatling pistol.

In many ways, the Smith & Robards catalog feels like a steampunk version of a Chromebook from Cyberpunk or a Samural Handbook from Shadowrun. Many of the inventions are just low-tech versions of fancier items—instead of dermal plating,

you wear ghost steel armor; instead of a food processor, you get a flapjack machine.

There's little in Smith & Robards with a "you-have-to-have-it" quality. The vehicle rules are good, but if you don't plan on having many "Road Warrior"-type encounters, you don't need them. The invention and alchemy rules aren't necessary for a good Deadlands campaign, and the gizmos and inventions aren't anything players couldn't come up with themselves. However, if you want to up the steampunk feel in your campaign or have a lot of mad scientist player characters, then Smith & Robards could be just what you need.

Jasou Langues



There are no mercies here.

• Sacrifice a creature:
Destroy target nonblack creature.

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Scorpion Clan Coup

ayushi Shoju, the most feared man in Rokugan, is scared. He's Dread an ancient prophecy foretelling the empire's ruin at the hands of a Hantel emperor. The Scorpion Champion decides this must not happen. His plan to avert disaster? Seize the Imperial city and kill Emperor Hantel the 38th.

That's the hook for Scorpion Clan Coup, Unlike previous Legend of the Five Rings sets, this prequel takes place a few years before the Clan Wars begin.

The Coup also marks a radical departure—not just for LSR, but for all CCGs—by being released as three small card sets. Instead of waiting three or four months for a glut of cards, we get a smaller, easier to collect 50-card set every month. It opens the way for more foreshadowing and cliffhanger endings in the storytelling. This innovation deserves to be successful, and kudos go to FRPG for seizing the initiative.

As always, there are a lot of incredibly cool cards and storytelling. My favorite addition is that there's a new way to win: Control the imperial city (represented by playing four unique fortifications) and kill the Emperor. It represents a palace coupbeautifully, and is the best mesh of storytelling and card playing I've seen anywhere. Seeing younger versions of familiar faces is a lot of fun too. The abilities on the inexperienced personalities are grrrrreat, and I also like how some older characters show up as followers (Lieutenant Daini, Acolyte Kaede).

There are a few oddball cards in SCC, though, I'm baffled by Bayushi Taoshi's ability, and wonder why you'd use A Gift. of Fealty. I also worry that subtle, tactical cards will gather dust. as players look only for things that give their decks speed, speed, speed.

The biggest problem with SCC is that the clans are not treated remotely equally. Because LSR has such tight continuity, I can accept that there will be some imbalance. Introducing Toturi's Army personalities in SCC would be an irreconcilable anachronism, since that clan didn't exist then. But the direction of the imbalance is irksome. Dragon players are going to be pissed. They get more shugenja with dubious abilities. Meanwhile, Lion, a clan that's already a powerhouse, gets a lot of good stuff... again. Lion gets more personalities than any clan but Scorpion—good ones—and the new Lion stronghold is brutal.

Representation for the expansion clans is also patchy. There's not many Naga or Shadowlands cards, but at least the Monks get some sorely needed cards, including two ways to bring in the Ring of Earth against a player who

won't attack them.

SCORPION CLAN COUP



RING LEGEND OF THE FIVE RINGS PUBLISHER: FIVE RINGS PUBLISHING LEAD DESIGNER: DAVID WILLIAMS

BENRE: FANTASY

RELEISE: DECEMBER 1997-FEBRUARY 1998

FORMAT: 60 CARD STARTERS, 15-CARD BOOSTERS

SUGGESTED RETAIL: \$7.99 PER STARTER, \$2.99 PER BOOSTER

"Scorpion's been a beaten clan long enough: Let 'em play with the big boys."

The good side to the imbalance is that Scorpion gets a high actane boost, and I doubt anyone will mind. Scorpion's been a beaten clan long enough: Let 'em play with the big boys. Scorpion gets a walking, breathing, living Scorpion Champion with an ability that can only be described as "funky" (and one that will surely generate new. paragraphs in the FAQ), and a stronghold that proves no secrets are safe from a Scorpion.



Scorpion Clan Coup has a tough row to hoe. More than one LSR player thought this expansion shouldn't exist, and would have preferred that the game end with Time of the Void. After the barn-burning success of Time of the Void (IQ #31), almost anything risks looking pale in comparison. Unfortunately, that's exactly what happens. Scorpion Clan Coup has many virtues, but it isn't LSR's finest hour. # ZenFaulkes

- Scorpion players will love all the perks associated with great Clan status, especially an Ancestral Sword.
- Thumbs up, way up, for FRPG's monthly release scheme. A flatter rarity distribution makes it easier to collect the cards you want, and small, monthly releases mean you don't have to miss paying rent every few months to buy cards.

- Dis-hard fans know a lot of the story already.
- The improved, higher gless printing means that if you look closely, you can tell *Goup* cards apart from others when they're face down.

- The goodles that each clan gets has never been so unbalanced.
- No Matt Wilson art?!? Not even Bayushi Kachiko?

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Kindred of the East

The title of this book is a lie.

Kindred of the East is not about the Kindred of the East; in fact, it's hardly about the Kindred at all. When the conventional vampires that Vampire: the Masquerade players know and love make an appearance, they're usually dispatched in bloody and expedient fashion by the stars of this book; the kuei-jin.

Kuel-jin, known to the Cainites as Cathayans, are hungry ghosts who have been dislodged from the Great Cycle of Life. After spending time in the Yomi World (known to wraiths as the Tempest) they claw their way through the Wall that separates the spirit world from the physical, reanimate their bodies, and stalk the nights of Asia in search of their karmic destinies.

Although the kuei-jin are undead blood-drinkers who are every bit as insular, manipulative, bigoted and self-centered as the Kindred are, they're not vampires per se. The biggest difference is that there's no Embrace; no one makes you into a kuei-jin. This means no sire and no clans. The Kindred give status based on the number of generations one is removed from Caine; the kuei-jin accord respect to those who follow their Dharma—the equivalent of Humanity or the Sabbat paths. (The kuei-jin think Caine's a lousy progenitor anyway—who wants to be descended from an insane, murderous farmer?) The Beast that the Cainites face is replaced by the demonic ρ 'o, which resembles a wraith's Shadow. Finally, where the Kindred find their power in blood, the kuei-jin see it as only one medium for chi, the substance that permeates all of creation and, in its black and scarlet forms, brings the semblance of life to the kuei-jin.

Kindred of the East seems tailor-made to knock over the preconceptions of Vampire players. Vampires that walk around in sunlight, talk to spirits and ignore the wooden stake? Strange new disciplines that warp the flesh and devour the spirit? A culture that treats the other supernatural races (the shen) like cousins rather than monsters? Drop your local coterie off in the Middle Kingdom and watch the sweat fall from their foreheads as they try to figure out the new order. On the other hand, trying to work the kuel-jin into that coterie is as tricky as working in a werewolf: The kuel-jin think that the Western vampires are barbarian scum responsible for the downfall of all that was good. Although some suggestions are given, it's difficult to work them into an existing campaign except as adversaries.

Kindred of the East also shines a light on the continent of Asia—an area largely ignored by previous White Wolf works, You'll find great amounts of information about China, Japan, Korea and

KINDRED OF THE EAST



GINE: VAMPIRE: THE MASQUERADE

PUBLISHER: WHITE WOLF DEVELOPER: ROB HATCH BEHRE: SUPERNATURAL RELEASE: JANUARY 1988

FORNAT: 224-PAGE HARDCOVER

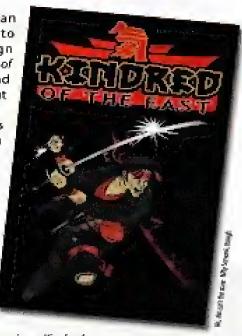
SUGGESTED RETAIL: \$25

"Who wants to be descended from an insane, murderous farmer?"

the Southeast Asian nations—enough to build a campaign around until Worlds of Darkness: Tokyo and Hong Kong come out later this year.

Although it works best on its own, with a group of kuei-jin characters, even storytellers tied to the West will enjoy the new setting and a brand-new race of supernaturals that overturns—the stereotypes of the World of Darkness.

For a Vampire product that's



fairly low on, well, vampires, *Kindred* of the East rocks my gaijîn world. **III Jason Schneiderman**

THE GOOD

- The perfect thing to shake up jaded World of Darkness players who think they've seen it all.
- Coverage of the Eastern hemisphere has been long neglected by the guys at White Welf. This book fills in those gaps nicely.

THE BAD

- No character templates. They're usually superfluous but, because of the unfamiliar setting, this may be the one Venuire product that seeds them.
- Yet another race of supernaturals who want to see the Kindred wiped from the face of the earth.

THE UGLY

- "Kindred" of the East? The Cathayans aren't even vampires, much less Western Kindred, "World of Darkness: Kost-Jin" is more like it:
- When flushed with yang-chi, the kuel-jin have the ability to eat, drink, breathe...and reproduce. Yes, the dhampyr (halfvampires) have entered White Wolf continuity. Be afraid.

Escape From

Scope from Innsmouth is a reprint of the classic Call of Crhulhu supplement that details the tainted town of Innsmouth. Throw in an epic adventure and improuth is an ideal addition to your campaign.

The first section of Imasmouth details the town itself, and can best be described as "Fodor's Guide to Innamouth." This section gives a rich background on the history of the town's degeneration, some great maps and detailed information on around 90 important locations in the town. These aren't just dry facts, but colorful descriptions of what might happen to an investigator at each of these places, along with stats on the town's human, hybrid and monstrous citizens.

After the reference material comes two short scenarios, "The Crawford Inheritance" is new for the second edition. It allows the CM to bring the party to Innsmouth by virtue of inheriting the usual Old Lovecraftian House.

ESCAPE FROM

GAME: CALL OF CTHULHU PUBLISHER: CHAOSIUM DESIGNER: KEVIN ROSS GENRE: HORROR

RELEASE: NOVEMBER 1997 FORWAT: 172-PAGE SOFTGOVER

SUCCESTED RETAIL: \$22.95

campaign pits the party against the powers-that-be in the town and culminates with a frantic car chase which they barely escape with their lives and sanity. This sets up the party for "The Raid On Innsmouth," the scenario that sets Innsmouth apart from other modules. The raid comes as close. to being a completely all-purpose scenario as any I've ever seen. It is split into separate objectives with different teams of NPCs, many of



which are run by a PC advisor. This means that it can be run with anywhere from three to over two dozen player characters without anyone getting bored. (The simplified combat system makes this possible.) Even if all of your players know the Lovecraft story "Shadow Over Innsmouth" by heart, they'll still find lots of surprises in this adventure. They'll have a great time...once their hearts start beating again.

Escape From Innsmouth is a classic, a supplement worthy of being reprinted. If you've been going crazy trying to come up with a good story to spark your campaign, Innsmouth will restore your sanity. 🔳 P.A. Posehn

Your presence is required.

What makes this clicke

worth inclusion is the

author's sinister twist

on the implications of

inheriting property in

innsmouth. If you are

related to someone in

this town, you just

might be a Deep One!

The next short

Prerelease tournaments: February 21, 1998. \$17 in edvance, S20 on site. Each ودياديم سأرمك a commemorative rare card, and Tenwest^{na} dock and three Stronghold

boosters.

Stronghold"

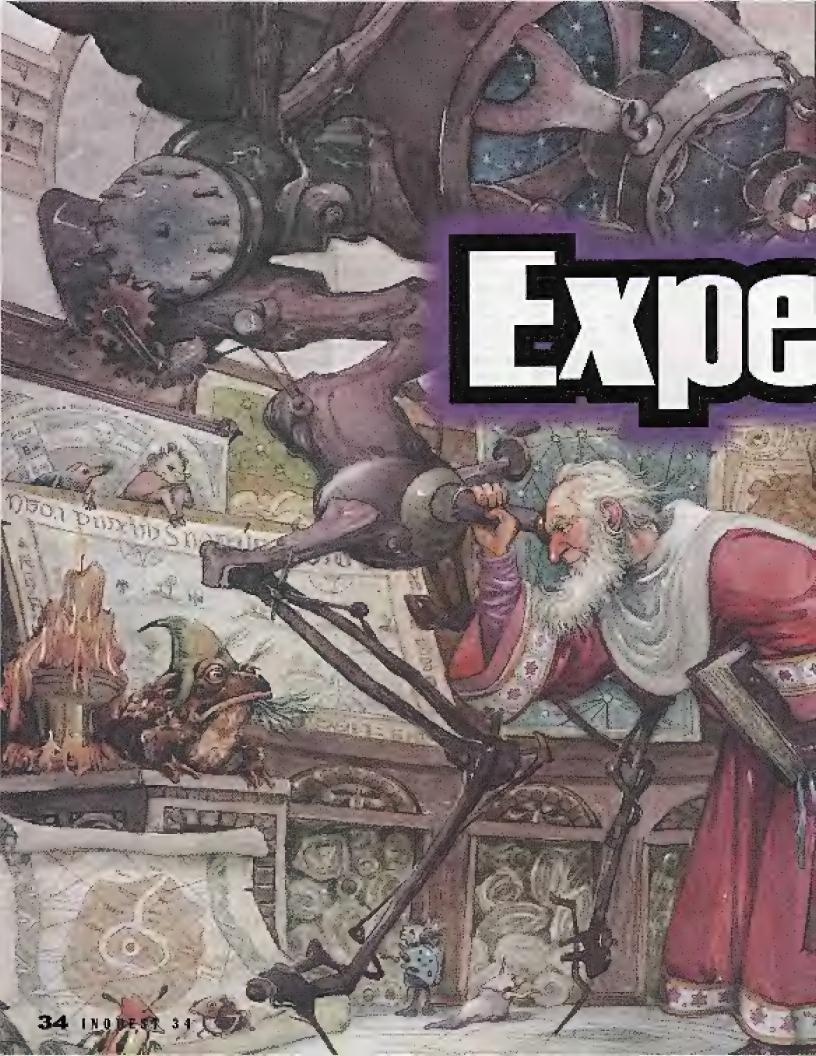
Altonquerque, MM 505-745-6100 Anthonge AK . Atlanta, GA 907-274-4112 770-753-0030 806-743-4054 Airtin, TX... Fasan, MA \$17-666-5799 Chicago, IL Columbus, Cill... 347-257-1994 500-529-3976 303-364-3977 Denver, CO ... Detroit, MI ... Ednomin MR 400-483-7469 floro viu, Hla 317-578-3459 Indianapolis IN. Lincoln, NE. Little Kock, AS. 407-434-5056 501-561-0370 Los Angeles, CA New Orleans, EA New York, RY 714 414 6501 504 489 8656 212-613-6320 770 753 0030 764 454 460 Orlando FL. 650 947 0353 S.F. Bay Area, CA. 216-675-160 847-222-1991 icomo WA V Lana Mili St. Louis MO St. Paul, MK Symmose, 177 905-594-5775 301-181-3530 Wichim, KS.

The Rath Cycle™

For information on Prerelease tournaments outside North America, visit the Wizards of the Coast website at







GRAGIS STATISTICS

Will '98 be the best of times or the worst of times? In Quest previews the year's top releases.

By Rick Swan

You'll need those extra pennies to snarf up all the super-nifty game releases awaiting you in the year ahead. We've got the skinny on some of 1998's hottest products. How'd we get the designers to spill the beans? Threats? Blackmail? Dogged interrogation? Nah. We just called 'em up and harrassed 'em until they told us what we wanted to know. Anyway, here's a peek at the products everybody's gonna be yakkin' about in '98. Start drooling! And remember: Release dates, page counts and prices are all tentative.



Doomtown

Publisher: Five Rings Publishing

Set Size: 150 cards Release: February 1998

Packaging: 60-card starter decks, 15-card boosters Suggested Retail: \$8,95 per starter, \$2.95 per booster

"In the distance, you see what looks like a Texas twister spinning in the wind," says designer Dave Williams. "Then you notice there isn't any wind. And you notice the twister's coming straight at you." And why's that? "Because it's alive," William says matter-of-factly. "And it's looking to flay your bones."

In other words, it's a typical day in Gehenna, the frontier setting of Doomtown, a CCG of western weirdness based on Pinnacle Entertainment's Deadlands RPG. Each player controls a faction like the Law Dogs or the Collegium (a group of mad scientists), then deploys Deeds (Casino, Courthouse), Goods (Dynamite, Gatling Gun) and Actions (Jailbreak, The Squint) in an attempt to take over Gehenna. "You earn victory points by controlling locations and achieving special objectives," says Williams. "The Law Dogs, for example, get points for putting important bad guys in jail."

Players also engage in a little Sim City-style urban development.
"When you put Deeds into play, they line up in a horizontal row,"
Williams explains. "So you're sort of building the town as you go."

A series of 50-card expansions—comprising the "Caine County" story arc—will be released on a monthly basis, all featuring Doomtown's signature mix of horror and comball humor. "For instance, we have a card showing an insane miner bringing an ax pick down on a claim jumper's head," says Williams. "It's called Mine All Mine."

The Hidden Emperor

Game: Legend of the Five Rings CCG Publisher: Wizards of the Coast

Set Size: 450-500 cards Release: May 1998

Packaging: 60-card starter decks, 15-

card boosters

Suggested Retail: \$8.95 per starter,

\$2.95 per booster

Rest those fingers, Card Boy, 'cause you're gonna be doing plenty of shuffling. Not only is another edition of *Legend of the Five Rings* on the way, new expansions will be landing in your lap every month for the better part of the year.

It's all part of *The Hidden Emperor* story arc, which kicks off with the Jade Edition, a new basic set comprised of reprints from previous editions along

with 50 new entries. "The new cards have new art, new strongholds and new alliances, " says designer John Wick. "Then we'll start releasing expansions, about 50 cards per month for the next nine months."

Though the rules remain the same, making *The Hidden Emperor* fully compatible with earlier incarnations, the theme is radically different. "For 1,000 years, the emperor of Rokugan was the son of the Sun Goddess," says Wick, "but now there's a mortal man on the throne. Society has lost its connection to religion."



Con the Want of the Cont

The effect is like dropping an anvil on a carton of eggs. Shugenja are scrambling for power. The clans, the Dragons and Scorpions in particular, are at each other's throats. And magic is literally at the caster's fingertips, "Instead of using spells, you channel your own energy," explains Wick. "Before, you drew lighting from the sky. Now, it's—bang!—right out of your hands." Result: a faster, deadlier game.

Rokugan's theological upheaval "is kinda lofty stuff," says Wick. "But I'm trying hard to get it right. That's why they call me the Culture Nazi."

Deep Space Nine

Game: Star Trek CCC Publisher: Decipher Set Size: 260 cards Release: July 1998

Packaging: 9-card boosters

Suggested Retail: \$2.50 per booster

Why did Decipher make a double-sized set, the biggest *Star Trek* expansion to date, for *Deep Space Nine?* According to spokesperson Matt Mariani, they had no choice.

"We just couldn't cover it in a standard 130-card expansion," says Mariani. "Everything we've done up to this point has been based on 'Next Generation.' But the 'Deep Space Nine' TV series has a totally different feel. And we wanted the expansion to have a different feel too."

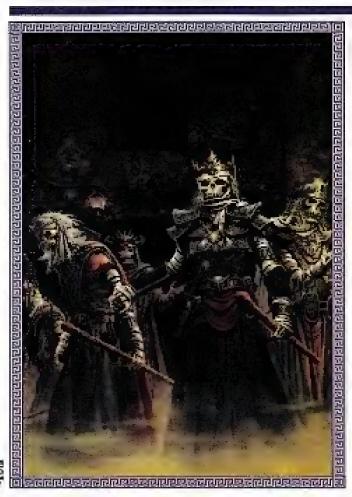
That difference is evident in two major areas. First, the home base assumes a more prominent role. "In a standard Next Generation deck, you have an Outpost, but it really only functions as a place to bring personnel and ships into play," says Mariani. "In Deep Space Nine, the space station will be much more important; it's the centerpiece of your deck. Most of your people will be located at the station, and a lot of the action will take place there as well."

Second, *Deep Space Nine* will introduce some new races. "The basic core of the game will be the same, in that you'll be



able to choose your affiliation," says Marlani, "but we're bringing in the Cardassians and the Ferengi, so you'll be able to play a Cardassian deck or a Ferengi deck."

Deep Space Nine includes a few new rules—"We're still working on 'em," laughs Mariani—but is fully compatible with previous expansions. As for the cards themselves, look for a fleet of new vehicles, a wormhole or two and, of course, the cast members. "We wouldn't dream of making a set without the major characters," Mariani says. "The fans would lynch us."



Return to the Tomb of Horrors

Game: Advanced Dungeons & Dragons
Publisher: TSR/Wizards of the Coast

Size: 180-page campaign book, various booklets and play-aids

Refease: August 1998 Packaging: Boxed set Suggested Retail: \$30

Unspeakable sights, nightmarish sounds, the aroma of death... We refer, of course, to the Wizard Entertainment office restroom. But the description also applies to *Return to the Tomb of Horrors*, a sequel to the classic adventure by *AD&D* co-creator Gary Gygax.

"Everyone who played AD&D back then has their own Tomb of Horrors story," says TSR staffer Bruce Cordell, "A lot of people remember that as one of the first times they were actually frightened by an RPG. We're trying to recapture that in the sequel."

Considered by aficionados to be the ultimate dungeon crawl, Tomb of Horrors featured a trap-heavy labyrinth created by a malevolent demi-lich for the express purpose of luring the curious and the arrogant to excruciating demises.

"Now it's 20 years later," says Cordell. "The demi-lich's machinations have finally started to have some effects on the surrounding lands, and that's what lures the PCs back to the tomb. They'll find out he's not alone anymore."

Along with an 180-page campaign book, the box contains a picture booklet depicting scenes from the tomb, a map booklet, an overview of the surrounding areas including a necromancer-infested burg called Skull City, and a facsimile of the original *Tomb of Honors* book. Says Cordell, "It's one of our biggest-ever adventures."

And one of the toughest. Here's a tip: Before stopping through the mouth of the big green devil's head, ask yourself, "Does the phrase 'sphere of annihilation' ring a bell?"

The Mountains of Madness

Game: Call of Clhulhu Publisher: Chaosium

Size: 200-plus pages, various play-aids.

Release: August 1998 Packaging: Softcover Suggested Retail: \$23

Things to do before embarking upon this icy adventure: 1. Pack your long underwear, 2. Fill your thermos with hot chocolate. 3. Kiss your ass good-bye.

"You could conceivably expect a high body count," deadpans Cthulhu overseer Lynn Willis. "There are tremendous logistical problems. Difficult terrain. And you can expect intervention from... unexpected sources."

Based on H.P. Lovecraft's "At the Mountains of Madness," the adventure sends the party into the Antarctic wilderness on a quest to unlock the secrets of the cosmos. In the original story, a Miskatonic University expedition led by Dr. Pabodie learned the history of the Old Ones and the genesis of the shoggoths but came to an untimely end before they could put the pieces together.

"You'll be undertaking a new expedition, about two years after the first," says Willis. "You'll be visiting the city of the Elder Things. And you'll get tangled up—unfortunately—with the true meaning of the Mountains of Madness."

Willis promises an adventure comparable in scope—and lethality—to the classic Masks of Nyanathotep. In addition to a generous selection of player hand-outs, look for a 1920s-style map of Antarctic and a Miskatonic University patch suitable for sewing on your jacket.

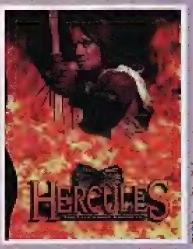
"Fans have waited seven years for this," says Willis. "I don't think they'll be disappointed." He grins. "Even though they might wind up lying in the snow, bitterly cursing their fate."



More hot products on the horizon...

- "The new Stronghold expossion fartifies Magic with another 140 cases this March. Expert more stivers, such as the black Avidic Sliver, and more Folds (Giding Unid, a 1/1 blue crostury capable of transforming into an enchantment which grants other creatures the ability to Ryj. (Wizords of the Coost).
- Coming in late spring: The Civilization non-collectible cord game, based on the owardwinning board game of the same name. The self-contained, twin-deck set allows players to assume the leadership of either Athens or Sporta, acquiring and trading assets which are represented by individual cords in proporation for a war that will determine which will be the dominant world power. Players will also be able to purchase additional decks to expand their power bases. [Avolon Hill)
- Arming in September: The Lord of the Rings CCG, on all-new Tolkien-based game. from the makers of the Middle earth: The Wizords CCG. Lord of the Rings emphasizes individual battles, with players representing characters like Gandall and the Baling in Fightto-the-linish skirmishes. A two-player entry-level CCG, Lard of the Rings promises to be significantly easier to learn than Middle-earth. Mill be evallable in both starter decks and boosters. (Iron Crown)
- Three 120-bard expansions, boosters only, for the Middle-earth: The Wizords CCG. arrive in April, August and Navember: Balvegs, Dwarves and Elves, (Iron Crown).
- Soddle up those sandworms—the Deme RPG surfaces this fall. (Last Unicore)
- The world of Greybowk, the original compaign setting for ADSD, will be overhouled and relaunched this spring. (35%)
- In May, workh for an expanded Call of Critative rulebook (officially, Edition 5.5). Also on top for Challes ites: A Bermudal Triangle sourcebook, a new edition of the Fongi from Yuggoth campaign and a revised Encyclopedia Cthulbiana. (Charslam)

- Aliens open for business on Earth in the Conspiracy X: 2025 RPG, a revised version of Comprisery A taking approximately 20 years in the future. The hardcever game orthus in August. (Eden Productions).
- Rune Overst. Slayers, on all-new edition of the classic Rune Overt APG, debuts this. summer. The combat-heavy revision—which shares sext to nothing with the original verston—promises to be griffier and bloodier than the typical funtary RPG. (Avalua Hill)
- Up soon for AD&D: a Monstrous Arrana valume featuring wind Flayers, similar to 1996's behalder book, J. Tyrant. Three mind Rayes adventures will follow. (TSR):
- The Parasola RPG returns with the "long lost" third edition rules and the Jackobar Thugs supplement, out by midyear, (West End)
- Beefcoke meets cheesecoke in the Herroles & Xene RPG in late spring, with a slew of sourcebooks to follow. Also slated for spring, the Indiand James RPG heads to Africa courtesy of the Magic and Mysticism source book. (Westlind)
- Countdown, a sequel to last year's: Delta Green, covers a palpaurri of Call of Chulby topics, among them the Cult of Transcendence, the Outlook Group and the King in Yellow: [Pagen Publishing]



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40 INQUEST 34

HOW TO SURVIVE CUTTHROAT MAGIC TOURNAMENTS

JEFF KANNES AND ALEK SIIVARTSMAP

t 's the semi-finals of the Pro Tour. qualifier. You're one win away from securing a spot in the next bigmoney tournament. It's your opponent's turn-he's at 10 life and you're down to five. You cast Incinerate on your apponent and then Portent on yourself; the top three cards of your library are Thunderbalt, Mountain and Fireblast. You put the Thunderbolt and the Fireblast on top of your library. Your opponent then plays a Sug'Ata Lancer and attacks you. You go to kill it with a Dark Banishing, but you've only got two untapped mana left. You suck up the damage.

Your opponent declares he's finished and you untap your lands. You go to draw on extra card courtesy of the Portent, but your apponent stops you. He tells you it's too late-you look at the judge standing next to you for help, but he nods in agreement. Dumbfounded, you draw the Thunderbolt during your draw phase and there's nothing else you can do.

During your opponent's turn, he breathes a heavy sigh of relief as he draws the top cord of his library. He tops four mana and shows you the card—it's a Fireball. With no defense, you're dead. Better luck next time.

> There's more to a tournament victory than having a good deck. Anyone can copy a deck out of a magazine to play in a tourney, but triumph takes a bigger commitment. Winning is not only about knowing your deck; it's about preparation, mental toughness and mistake-free play.

Quick, without looking at your cards, can you recite the exact contents of your deck? If not, you don't know your deck well enough. You should be thoroughly familiar with how your deck works before you try and run

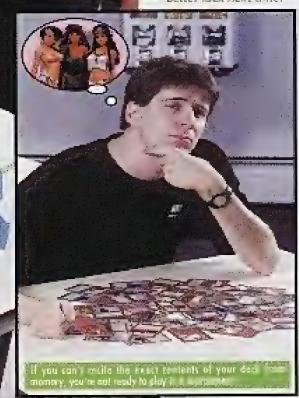


it against tough competition. The better you know your deck, the smoother you'll be able. to make runtime decisions.

You get stuck with a bad mana draw. What cards can you afford to discard? On the second turn, should you cast a Fellwar Stone or a two-casting cost creature? Do you have to Incinerate that Black Knight immediately or can you afford to wait a few turns? Once you've tested your deck enough, these kinds of decisions become second nature.

The same goes for your sideboard. The sideboard is an integral part of tournament play and should be as carefully constructed as your deck, not added as an afterthought. As you're putting together your deck, think about what cards will fit well in the sideboard. Consider the current environment in your area: If you know that mono-red decks are popular, include extra protection against direct-damage. If Marogeddon decks are all the rage, be sure your sideboard gives you the necessary tools to gain an advantage against them.

Once you've constructed your sideboard, plan ahead. Before the tournament begins, you should have a good idea which cards you will take out against certain decks. Avoid removing lands between duels. It may be tempting to remove a Plains to keep the rest of your deck intact, but it's not worth the risk of a bad land draw. The sideboard is an extension of your deck, and several matches will be won or lost by the contents of your sideboard—be prepared.



Know the cards, know the errata. This can't be stressed enough. Know how all the cards in your tournament environment work, especially the latest revisions and interpretations. Top-level players actively look for ways to abuse tourneylegal cards. If you don't know why Abeyance was so popular last year (and why few people are playing with it these days), you've got some homework to do.

Cutthroat players will use every rule to their advantage, even the most obscure ones. For example, all cards with the cantrip effect (you may draw a card at the beginning of the next turn's upkeep). have been errata'd to say, "You may draw a card at the beginning of the next turn." It's the same thing, right? Wrong.

Let's say you cast a cantrip at the end of your apponent's turn. Now, it's your turn. You untap your lands and then go to draw a card-your opponent stops you, saying it's too late. Why? The beginning of your turn is before your untap phase. By untapping your lands, you've silently declared that you

chose not to use the cantrip's effect.

The same goes for upkeep effects. If you forget to pay a non-mandatory upkeep cost (like cumulative upkeep) and enter your draw phase by drawing a card, your opponent can make you pay the penalty for choosing not to pay the upkeep. Not all players will be so strict as to call you on the cantrip ruling, but some will. If you run into such a player, do not get flustered and do not. get angry, it's a tournament and your opponent. is trying to win; he can't. be faulted for that.

instead, make sure you don't make the same mistake again.

If your opponent is a stickler who won't allow you to change your mind. once you've tapped a land for mana, make sure you don't tap a land unless you're sure you're going to use it. If that same opponent forgets to abide by one of his own rules, don't have any qualms about making him pay the penalty. How cutthroat you choose to play is a matter of personal taste-just be prepared to get served some of your own medicine.

Finally, if your opponent quotes a

ruling that you are unfamiliar with, call over a judge. Don't be afraid to seem uninformed; you may be in the right.

Playing like a pro means acting like a professional. Never get flustered when things aren't going your way and never concede, no matter how bleak the situation. Play every game to its finishit's quaranteed there will be at least a few times when you win a game that you thought you were going to lose. tust one of these wins can make the difference in a tournament. Also, the longer you stay alive, the more you get to see of your opponent's deck. You might learn something that will prove valuable in the next game.

When you do lose, remain calm. If you lost because you got a bad mana. draw, don't complain—take it in stride. Even with 40 percent mana sources, you're still going to get screwed from time to time. The key is to not let it affect your next duel. If your opponent trounces you in the first game because you got less-experienced player will often say something like, "If only I had drawn my Wrath of God!" All this does is tell the opponent that he needs to watch out for mass creature elimination next game. Be sure to not reveal your hand at the end of the game either-your opponent doesn't need to know what options you may or may not have had.

Always maintain a look of confidence, even when your opponent is about to crush you. If an Incinerate is the only card you can draw to save your butt, draw your next card as if you know it's an Incinerate. Confidence is a good part of the mental toughness necessary to win tournaments, as is a good poker. face. When you do draw that key card, play it as if it had been in your hand. the whole time and you were just waiting for the right moment to cast it.

Bluffing is important to tournament-level Magic. Simple probability dictates that you won't always have the card you need when you need it, but your opponent



hosed, let him wallow in the victory if he wants. Overconfidence may cause him to make a mistake in the next game

There are other ways your bad fortune may work to your advantage. If your opponent doesn't get a good look at the cards in your deck, he won't know what to sideboard. You, on the other hand, will have the benefit of knowing how his deck wins and what you need to do to counter it.

With that in mind, never volunteer any information about your deck after the duel is over. After losing a duel, a

doesn't have to know that. Always try and keep cards in your hand, even if it's just extra land. There's no reason to play more land than you need, especially if your opponent might have a Jokulhaups or an Armageddon in his deck.

The more cards you have in your hand, the more your opponent will think twice about making a risky play or attack. If you're playing blue, keep two blue mana untapped whenever possible. When your opponent attempts to cast an offensive spell or creature, consider countering it, even if you don't

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5th Edition Set lce Age Set Homelands Set Chronicles Set Dork Set Anabian Nights Set Antiquities Set Alliances Set Fallen Empires Set Mirage Set Vision Set Weatherlight Set Tempest Sat MAGIC SINGLE CARDS Black Lotus (any) Moxes (any) Ansestral Recall Time Walk Time Twister Juxam Djinn City of Brass City of Alexandria Dual Lands (any) Thawing Glaciers Kjelderan Outpost Abeyance Lotus Vale "Call on any Betas"

CALL ON ANY OTHERSHIII



have the capability to do so.

Eventually, your opponent will get into the habit of asking your permission each time he casts a spell—this is exactly what. you want, it throws off your opponent's rhythm and makes him subconsciously think that you always have the ability to counter his spell, even when you don't.

However, do not go overboard. If you call attention to your actions, your opponent will see right through your bluff. If you obviously reach for your untapped Forest before your opponent chooses to block, he's unlikely to believe that you have a Giant Growth. Then again, faking a bluff when you have the card you need is another good tactic.

A mix of real and false bluffs will keep your opponent off-balance-especially if he never calls your real bluffs. However, if you put on too many antics, your apponent will simply ignore you.

There are several things you can do to increase your chances of doing well in a tournament. Individually, these tricks won't have a profound effect, but combined they can make a difference.

ATTACK BEFORE YOU CAST SPELLS.

Your opponent might not throw his Llanowar Elf in front of your attacking Roque Elephant if he knows you've got a Deadly Insect on the way. By waiting until after the attack, you force your opponent to make less-informed decisions during the attack. Plus, you'll have mana available in case your opponent comes up with something unexpected. FORCE YOUR OPPONENT TO USE. HIS AVAILABLE MANA. Let's say you've got two red creatures and your opponent's been keeping them at bay with a Circle of Protection. Unless you believe

you'll need your creatures for defense. you should attack with them anyway. It will force your opponent to use manathat he otherwise might have used for an instant or to power a fast-effect, such as a Sacred Mesa.

. WAIT UNTIL THE END OF YOUR OPPONENT'S TURN TO USE FAST-EFFECTS (IF POSSIBLE). This keeps your options open during your turn and during your opponent's. For example, if you've got a Jayemdae Tome in play, you can usually afford to wait to use it until the end of your opponent's discard phase.

 MAKE SURE RANDOM DISCARDS ARE TRULY RANDOM, Whenever either player must discard a card at random, roll a die to determine which card is discarded. If you simply hold out your hand and let your opponent choose a card, he may choose the card that is the most worn or he may try and outguess you based on how you're holding your cards. By keeping it random, you avoid these unnecessary mind games.

 USE A PAD TO KEEP TRACK OF LIFE. POINT TOTALS FOR BOTH YOU AND YOUR OPPONENT. Simply put, sometimes player's forget to take damage. In a close game one or two points of damage can mean the difference between winning and losing. By keeping track of your opponent's life, you can make sure both totals are accurate. A score-pad is preferred, since there's no chance of it getting knocked around and screwing up the total.

it's the semi-finals of the Pro Tour qualifier. You're one win away from securing a spot in the next big-money tournament. It's your apponent's turn—he's at 10 life. and you're down to five. You wait patiently as your apponent panders his hand and

decides to cost a Sug'Ata Lancer.

You weigh your options and, noticing that your apparent has a few cards in his hand, decide to Dark Banish the Lancerafter all, your apparent might be halding. an Incinerate. Your opponent then declines. that he's linished with his turn. You tell him that in response you'd like to play a fast effect. You cast the Portent on yourself and then tell your opponent you have no more fast effects.

Before you unitap your cards, you announce that you are going to draw a card from the Portent, Your apparent rods. okay and you draw a Thunaerbolt. During your draw phase, you draw the Fireblost, in your main phase, you cast the Incinerate you're holding plus the two direct-damage spells you just drew on your apparent, one at a time, for a total of 10 damage. He takes a moment to study the cards in his hand and the cards in play, and then shakes your hard and senops up his cords.

Congratulations. You're on your way... 🝪



rugene's Tips:

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INCOMEST infiltrates the Wizards of the

It all started with a phone call; it always does. We wanted Wizards of the Coast SECRET'S; they weren't talkin', even though we asked real nice-like.



But we're not just journalists, we're game journalists and we weren't taking "no" for an answer. In fact, it's for cases like this that we have a ninja on staff. A few calls were made, and 59 minutes later, Rick Swan, Staff Ninja, was on the Concorde heading for **Worc IIQ** in Renton, Washington. His mission log follows...

By the InQuest staff Photos by Gary Cook/Image Group

-10

Dah-dah dahat dahat, dahat, dahat da

at, dah dah dahnt dahnt, dah dah dahut dahut, dah dah dahut dahut, dew-dew-dew, d

Coast offices

D515: Objective reached and identified. My mission: Infiltrate **MAGIC CENTRAL**, steal some secrets from the top brass and get out alive. Infiltration will commence after I finish my chocolate-covered breakfast peanuts.

begins with me covertly entering the property.

NICE
GWORD

©905: Soon as I enter, I discover Eden!
EDEN FAIR, RECEPTIONIST and part-time
Bird Maiden, that is, I use my years of training
to bluff my way past her.

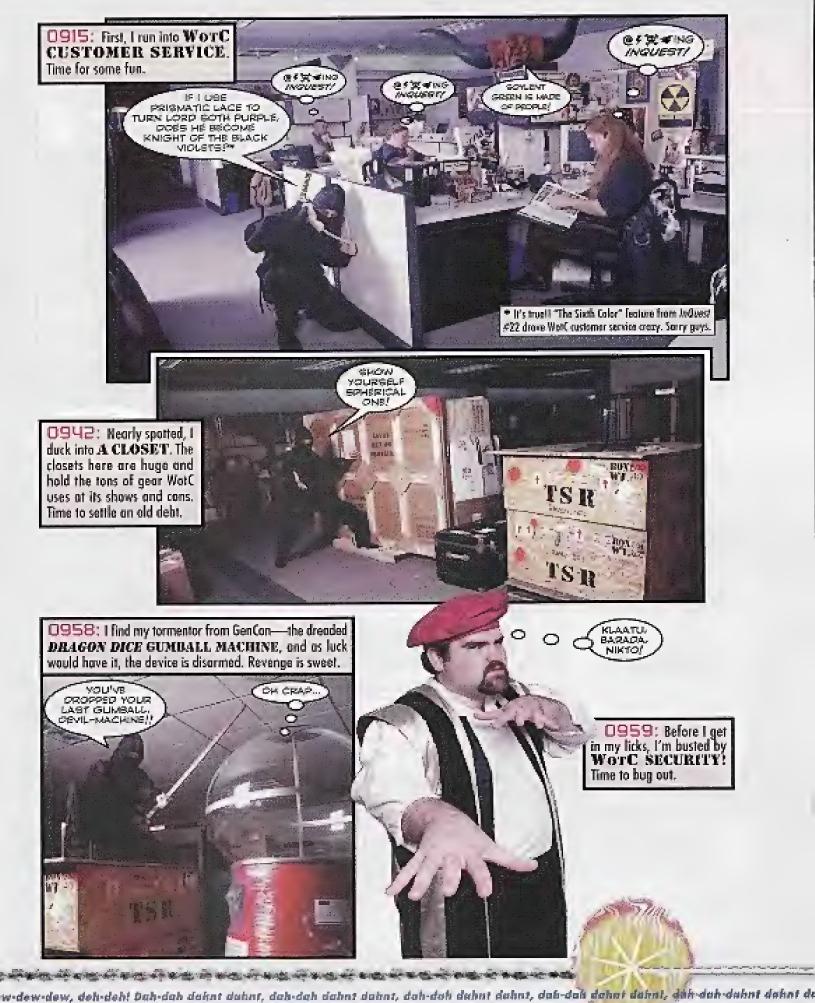
910: Linfiltrate unnotices

MORNING, I'M RICK SWA...ADKISON, PETER'S, LIMM...BROTHER, CAN I LIBE YOUR LUNCH ROOM?

Eden Fair

HBY, NICE SWORD, O OF THE WHY IS THAT PHOTOGRAPHER TAKING A PICTURE OF US? AND WHAT'S WITH THE POWER RANGER?

-10





CERIES NEXT

THE DILBERT RPG.

1141: Hmm, wonder what she meant by that? Right next door is WOTC RESEARCH & DEVELOPMENT. It's time I got some onswers, ninja-style.

1220: WolC even has its own GYM for employees. I join the fun by toning the old pers at lunch.



1222: After a strenuous workout, my brain starts working overtime: Why don't I design my own NINJA MAGIC CAND? First I need a picture.



1225: New to slide the information gently into the R&D FILES.

THE ROYAL ASSASSIN AIN'T GOT NUTHIN ON ME.

1315: After lunch, I find the FIVE RINGS area. They're now part of WotC, but they haven't moved in yet so I decide to drop off one of the cards I made.



Ninja-Swap

Sammon Ninja

Sammon Ninja

Sammon Ninja

G: To bring one Bustweasel token into play.

Ninja-Swan's power & toughness are equal to number of InQuests you own.

1338: That was fun but still no sign of the big guy's lair. I check out the brain center of all companies—THE MAILROOM.



1345: A TRAP! The mailroom guys are always the most dangerous. It costs me three *InQuest* subscriptions, but I convince them to let me go.



1400: Finally, I find THE BIG CHEESE'S OFFICE. A locked door won't keep me out.



1405: Jackpotl (EO PETER ADKISON'S OFFICE! I discover why WorC can afford this cool building and pay big SSS to over 250 employees...



1408: Knowledge in hand, I try to vamouse outto there fast. But just my luck, I run into Peter Adkison in the HALLWAY, Must think fast.



1416: This place is so HUGE. I can't find my way out and have to ask the guys. in the ART DEPARTMENT.





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Grapes of Wrath

BY BRUCE COWLEY

veryone has heard the phrase "It is better to give than to receive," and this axiom holds true for Magic as well.—that is, when you're giving your opponent giant headaches. With this deck, your opponent will truly feel the wrath of too much of a good thing too much mana.

The key to this deck is Eladamri's Vineyard, a nifty little enchantment that gives each player two green mana at the beginning of each of his main phases. At a cost of only one mana, a first turn Vineyard means four mana for you on the second turn, so start drooling. Unfortunately, the Vineyard works for both players. Since you cast it, your opponent gets to use it first. The best way to deal with this problem is to ensure your opponent has nothing to cast. To make sure your opponent has no cards, this deck starts with a healthy dose of hand-destruction. Use Coercion early to take out potential threats before they hit the table or to remove those annoying buyback spells. When your opponent starts getting low on cards, use Stupor to get a good two-forone advantage.

The real damage comes a few turns into the game, when you can devastate your opponent with a Mind Warp. Powered by the Vineyard, you can grab two to four of your opponent's best cards. Once you've got your opponent's hand-size down, the Vineyard spells serious trouble. Your opponent will be forced to keep emptying his hand to avoid taking mana burn and, eventually, he'll be stuck with the inevitable—two or more points of damage per turn.

The brutal Dauthi Mindripper is another way to suck cards. This quy is like the old Mindstab Thrull, except with shadow; it's virtually unblockable. With the Vineyard, you can easily get this guy out on the second turn and grab three cards the next, if all else fails, the Mindrippers are still good for two damage per turn.

> You've also got a single Disrupting Scepter to ensure your opponent doesn't stockpile cards. This card works



"Beats me. I found 'em like this."

great with the Vineyard because you can use the mana boost to help power the Scepter. Even if your opponent doesn't have any cards, you can still use its ability if you need a place to dump excess mana.

One of the tough parts about playing with the Vineyard is surviving the first few turns. Unless your opponent is playing a control deck, his spells will come out fast and furious. Let them. Cards like Evincar's Justice ensure the weenie hordes your opponent dumps early will get swept away.

Forced to outrun the Vineyard, your opponent will most likely abandon the strategy of holding on to a couple of creatures. Once your opponent has emptied his hand, fire off a Vineyard-powered Dregs of Sorrow for a ridiculous card advantage.

Wall of Roots is another quick means of defense for the deck. It can block most creatures and still live and can help fuel an early Mind Warp. If you don't draw your creature sweepers right away,

- 1 Dismuting Scapter
- 2 Garsed Scroll
- 2 Puppet Strings

BLACK CREATURES 3 Dauthi Mindripper

BLACK SPELLS

- 2 Guercion
- 2 Dizbolic Edict

1 Disturbed Burial

- 2 Dress of Servey
- 1 Evincar's Justice
- 2 Hind Warp
- 2 Stepar
- 2 Vampiris Tutor

GREEN CREATURES

- 1 Krakilin
- 4 Rootwalla
- 3 Wall of Roots

GREEN SPELLS

- 2 Cressing Mold
- 4 Eladamei's Vineyard
- 1 Gaea's Blessing

LANDS

- 10 Forest
- 2 Gematere Mine
- 3 Pine Barrens
- 8 Swamp

- 1 Courcine
- 2 Greeping Mold
- 1 Diabolic Edict
- 2 Emerald Charm

I Evinear's Justice

- 2 Extinction
- 2 Natural Spring
- 2 Periob
- 2 Scramoth

Breeze of Sorrow

Dark Benishing



"And a use. And a two....work these bioges."

this deck still packs plenty of punch. Diabolic Edict can kill any single creature on the board, even untargetables and those with protection from black. Puppet Strings can deal with most creatures quite effectively, shutting down potential blockers so you can send your attackers through unmolested. In a pinch, you can use the Strings as a mana dump during your turn.

Speaking of attackers, your creatures are set up to take full advantage of the Vineyard. The meat of the deck is the Rootwalla. In a normal deck, the ability of the Rootwalla to gain +2/+2 for two mana is not very efficient. But with a couple of free mana, the extra cost is not a problem. And let us not forget the big daddy, Krakilin. With a Vineyard or two, Krakilin can come out big and strong early, and because it can regenerate, it is very hard to kill.

Creeping Mold can handle just about any non-creature threat and, once again, the Vineyard offsets its slightly high casting cost. Another card that takes advantage of the excess mana is Disturbed Burial. Paying the buyback shouldn't be a problem, allowing you to continually recycle those Rootwallas.

No good deck is complete without a little deck-manipulation; that's what the Vampiric Tutors and Gaea's Blessing are for. The Tutor will allow you to get critical elements of your deck when you need them and Gaea's Blessing will let you recycle Disenchanted Vineyards.

Finally, one of the most powerful cards in the deck—and also perhaps one of the most overlooked—is Cursed Scroll. When you start getting low in cards, it becomes incredibly useful. Hold a couple of forests in your hand and guess "forest," and either your opponent or one of his creatures will be taking two points of damage. This is permanent, reusable damage that, unlike Stormbind, does not cost you a card.

As always, the sideboard is straightforward. Against green swarm decks, don't hesitate to bring in the Perishes. Sure, they'll hurt you a little, but with those Vineyards in play you're gonna need the defense. An extra Diabolic Edict will help against protection from black critters while Extinction will handle Sliver or Goblin decks. Emerald Charms and more Creeping Molds will take out dangerous enchantments like Stasis or Cadaverous Bloom. Natural Spring is an efficient life-gainer and will help bunches against mono-red burn decks.

Remember: Although Christmas has past, with this deck, it is always the season of giving. So let your opponents have it—every last bit of it.

Bruce Cowley wants to work a Mana Short into this deck for the Days of Vine and Roses.

THEME DECKS

Dominaria's Mightiest Heroes!

The greatest stories over told—besides the Bible—can be found on page after page of periodic literature generally regarded by most people over 35 as mind candy. Monthly, four-color herees (just like *Magic*) do battle with someone on the opposite side of the black—white line. This month's theme dock reads the same way.

Kick back with a deck of superheroes and villans straight from the pages of year favorite comic. It won't win you the world championship, but it's a good mental break from all your "serious reading."

"Jumping" Jeff Hannes and "Bantering" Brent Fishbough, Super Friends

Y-Men

Archangel (Archangel) Bloodrock Cyclops (Cyclops) Desperate Gambit (Gambit) Grizzled Wolverine (Wolverine) Storm Spirit (Storm)

Fantastic Four

Flame Spirit (Human Torch) Chaotic Goo (Mr. Fantastic) Sandstone Warrier (Thing) Unseen Walker (Invisible Woman)

Avengers

Black Knight (Black Knight) Kjeldoran Warrier (Iron Man) Knight of the Mista (Vision) Panther Warriers (Black Panther) Shield Bearer (Captain America)

Justice League

Baron Sengir (Batman)
Elvish Archers (Green Arrow)
Flash (Flush)
Force of Hature (Swamp
Thing...well, he should be in
the JLA)
Steel Golem (Superman)
Lord of Atlantis (Aquaman)
Instill Energy (Green Lantern)

Villians

Abomination (Abomination)
Apocalypse (Apocalypse)
Chaos Karlequin (Karley
Quinn)
Deadshot (Deadshot)
Goblin Grenade (Green Goblin)
Jester's Cap (Joker)
Sabertooth Tiger
(Sabertooth)
Scarecrow (Scarecrow)

Plot Devices

Chaos Orb (Cosmic Cube)
Gauntiet of Might (Infinity
Gauntiet)
Hammer of Begardan (Mjoinir)
Aladdin's Ring (Green
Lantern's Ring)
Snow Fortress (Fortress of
Solitude)

"Gotham City Is In Trouble"

- 4 City of Brass
- 6 Forests
- 4 Gemstene Mine
- B Islands
- 6 Mountains
- 6 Plains
- 2 Reflecting Pool
- 6 Swamps



MORE OF THE BEST IN TOURNAMENT-LEVEL DECKS

DECKS KILLER

earth middle

CRAIG "ICHABOD" O'BRIEN

emember the good old days, when Wizards didn't have to hide in Havens like craven cowards or when Gandait's quick trip over to the Shire didn't mean an immediate loss for you and six tournament points for your opponent? Well, with Middle-curth: The White Hond, those days are back with a vengeance.

This deck is based around an active fallen-wizard strategy, using Alatar and The Hunt to kill your opponent's creatures for marshalling points. Killing things, although lots of fun, is actually secondary to the deck's victory. The main points come from the weapon items in the deck. Use the kill points, along with the allies and factions, to keep your items from becoming more than half of your points.

Start out at the Ettenmoors, and switch over to Gladden Fields as a home base. Leave loreth at Gladden Fields because even though she's totally useless anywhere else, she can keep the Fields in play to become a Hidden Haven and can play Marvel's Told from there-

You will need the Hidden Havens to heal since this deck intends to face all the creatures that come at it. With no scouts and no avoidance, your characters will get wounded every now and then. You will need to go back to Cladden Fields and heal. A second Hidden Havens is not necessary, but it is useful for getting enough stage points to play The Great Hunt.

Once you are in the East, start collecting items, Balin will need one early since he's your main wimp. The Cram is there to untap him to play an item. Alatar will also need a quick item so he doesn't get killed by the first Crebain he tries to hunt. Once he's got a weapon,



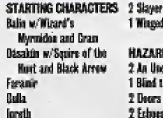
"And now hir fin-Boad, so forth and stay the cell fish-mon."

2 The Huet

use The Hunt and The Great Hunt to kill off the creatures your opponent has stopped playing on your heavily armed characters.

The two factions in the deck are for filling out your categories. Since they can be played at tapped sites, play them when you pick up your weapons. That gives you two resources in one turn. You'll need Alatar to influence Beasts of the Wood, but Balin

KILL, KILL AND KILL AGAIN



OTHER CHARACTERS

3 Alatar 1 Beretar 1 Erebir I Halbarad

HAZARD CREATURES

2 Cave Worm 2 Harsh Drake 1 Olos-bail 2 Rain-drake 2 Bellswords Between Charters.

1 Winged Fire-drake

HAZARD EVENTS 2 An Unexpected Outpost

1 Blind to the West. 2 Doors of Night 2 Echoes of the Senz 1 Foul Touth Unleashed 1 Inner Bot 2 In the Brip of Ambition I les of the East 1 Loosing for the West 3 Lune of Nature 2 Twitight

RESOURCE ALLIES 1 Gollom 1 Onickbeam

RESOURCE FACTIONS 1 Beasts of the Wood

1 Suaga-hai

SITES Caves of Uhard Eagle's Eyrie Effermees Gladden Fields Goblin-gate Goodmaaglori Isongard The Lonely Mountain Morta Sam Coriving Wolfinshall The Wind Throns

RESOURCE EVENTS 1 Bold Thrust. 2 Forewarned is Foresemed

1 Great Patron 1 Gaarded Haven 2 Hidden Harrin

1 Join the Burt. 2 Marvel's Told 1 The Old Thresh 2 Risky Blow 2 Smoke Rings 2 Weigh all Things to a **Missely**

i Huntsman's Carb

RESOURCE ITEMS 1 Bow of Alatar 1 Durin's Acc 1 Gandring 1 Great-shield of Roban 1 Ororist 1 Wormsband

SIDEBOARD 1 A Friend or Three 2 Alone and Unadvised 1 Beasts of the Wood 1 Blind to the West 2 Corsairs of Unbar-1 Grad Claw Perceived 1 BIT-sould 1 Foolish Words 1 Courded Haven 1 Gezibir I live of the East. 2 Nameless Thing 1 Oceani's Warders 1 Power Relinquished to Artifica 2 Searching Eve. 1 Suaga-hai

1 Doors of Micht

1 Twilight SUBSTITUTIONS Wormsbase ---Sword of Goodelin Rare bazards ----More correction The Great Hunt-The Sun Unveiled

1 The Great Hunt

1 The Will of the Ring

Bow of Alabar ----**Bold Thrust**



"Yes, Ma'am. We're the firstest and most reliable capilic bash repair this sale of Moria."

should be able to get Snaga-hal, and you only need to get one or the other into play. The same goes for allies, but don't play them with Alatar. If Alatar has an ally, he can't use his teleportation ability effectively.

Once Alatar starts wandering around, your opponent should bring out the Slayers and Assassins. This is where the fun begins. Slap down a Forewarned is Forearmed in response, kill it for the two marshalling points and laugh maniacally until they lock you up.

Join the Hunt is perhaps the most important card in the deck. Without it, everything except your killed creatures is worth one marshalling point. Never discard it, no matter how many Echoes of the Song your opponent plays on you. Next, be sure to sideboard in Oromë's Warders. Without it, you will likely waste your last turn getting all of your items and allies back into Alatar's company.

In case you hadn't noticed, the hazard half is an anti-fallenwizard strategy. There are a couple of corruption and cancellation cards that specifically target fallen-wizards. The sideboard contains some hazards that depend on how many stage points the fallen-wizard has. Sideboard these in later in the game, especially after you've pumped up your opponent's stage points with In the Grip of Ambition.

If there isn't anything useful in the sideboard to cycle in with the Unexpected Outposts, recycle the stuff that is working against your opponent. If you are having trouble drawing a Doors of Night, you might use the first Outpost to get the third Doors from the sideboard.

In exchange for a little more power, the creatures have a slightly lower frequency of play than usual. Combined with Power Relinquished to Artifice, they can kill any fallen-wizard foolish—I mean, bold—enough to wander out of his wizard-haven.

The sideboard is mainly reactive against the obvious things: Corsairs of Umbar against coastal decks, A Friend or Three against corruption, more allies and factions if you need them, etc. My favorite is Alone and Unadvised, a special treat for those small annoying companies.

So forget stealth, forget hiding—go back to the good old days. Join the hunt and destroy the dregs of Middle-earth with your swords blazing.

Craig O'Brien has no byline, on the grounds he may incriminate himself. How foolish of him to think that fellow University of Rochester graduate Jelf Hannes would not reveal that Ichabad likes to wear a toupee and garter belt.

UP YOUR SLEEVE

FOREWARNED IS FOREARMED

Forewarned is Forearmed often is neglected because people mistakenly think of it as an avoidance card. Once it is in play, they realize they can no longer cancel the attacks it faces. This makes it rather unworkable for the typical scout and Concealment avoidance deck.

However, it can still be put to tremendous use. Because of trends in the current tournament scene, Forewarned is Forearmed has become a powerful meta-game card. Slayers—and Assassins especially—have become the staple of tournament hazard strategies. Many are also making great use of Hameless Thing. What all of

these creatures have in common is multiate attacks on the same character. Most companies can get a decont chance of defeating one attack, but the odds drop when trying to defeat two or three of them. Assassin's three attacks at eleven are so powerful, the card had to be given an extra marshalling point to keep it balanced.

In most docks, you will still want to cancel those attacks



some of the time. Therefore, keep Forewarned is Forearmed in your hand, and play it in response to an attack you know you can defeat. One attack at eleven prowess is not that hard to beat. Even with the attacker choosing the defending character, a Risky Blow can even the odds. Even your weakest characters then have a five or six prowess and a 50% or better chance of getting two marshalling points.

A good way to sucker an unwary opponent into playing these creatures is to move your wizard. With the high tournament points for killing a wizard, it is almost too tempting a target. But if you are prepared with Wizard's Fire, an Assassin becomes an automatic two marshalling points. Just be ready for that corruption check at -4, or your opponent will get the tournament points anyway.

Use Forewarned is Forearmed while you can. Like anything in the meta-game, it may become useless as the scene changes. If players start giving up two marshalling points every time they plan an Assassin, they will start looking for alternative creatures. Also, the moving-wizard sucker ploy may also not work for long, as the Council of Lérien is looking over the tournament rules, and may change the way a wizard kill is handled. But in the meantime, go to town. FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S









YOU CAN'T WIN.

Even with your help, Eugene T. Dudley, the world's worst Magic player, hasn't a prayer of winning. He's down to the last and in his library, on Omithopter, which he knows thanks to shrewd deduction and process of elimination. (Even Eugene has his moments.) His apparent, Clyde "The Machine" Mangles, is more than happy just to sit back and gloot.

However, Eugene isn't fazed. Ever since he was a young tot, he's wanted to fly. Superhero, fighter jackey, astronaut—it didn't matter; just the thought of scaring up in the sky fired his imagination. Except, he can't even play Magk. How's he going to pilot a space shuttle?

So, instead, your job is to help Eugene get one creature to Fly by the end of the turn. It can be a creature in play, a creature in hand, a creature anywhere, so long as you get one of those suckers airhoma before turn's end—or before Eugena dies, whichever comes first.

KEEP IN MIND THE FOLLOWING:

- Both Eugene and his opponent, "The Machine," are at 23 life. Don't ask why.
- It is the beginning of Eugeno's turn.
- Eugene only has one card left in his library—the lawly Ornithopler.
- The creature encharament Coccon is on the Phyroxian Walker.
 It has two counters on it.
- "This Machine" has played both Gravity Sphere and Æther Flash, Eugene's creatures weren't too happy about that.
- Landkill blew away Eugene's Islands several turns ago, Bummer.
- Eugene's played a Circle of Protection: Blue even though his apparent isn't playing blue. He thought he could use it to protect himself from counterspells.
- You have no idea why Eugene is playing with a Wood Elemental.

LAND

Forest (x3) Mountain (x2) Plains Swamp (x3)

CARDS IN

Acther Flash
Grele of Protection: Blue
Cocoon
Growty Sphere
Hakim, Loreweaver
Kysov Orake
Phyrexian Furnace
Phyrexian Walker
Radjan Spirit
Rakh Egg
Soldeni Digger

HAND

Bog Imp Ebony Charm Fire Drake Flight Scryb Spriles

GRAVEYARD

Chimeric Sphere Elder Spawn Greet Wall Island (x2) Wood Bemental

LIBRARY

Omithopter

THE CONTEST

Mell in your step-by-step selection to: DEAD MAN'S HAND: LEARNING TO FLY C/O WIZARD PRESS PO BOX 118 CONGERS NY 10920-0118

The wiener, randomly chosen from all current entries, will step a box of Tempest. All entries must be pastmarked no later than January 30, 1998.

THIS MONTH'S DIFFICULTY RATING:

	Chin		
51	rotor		

LAST MONTH'S "NEW YEAR'S RESOLUTION" SOLUTION:

- Top all lands and Bosolt Manachth for more and scottice Block Latus for three blue more. (4 block, 4 blue, 2 red, 4 white and 3 calofiess in pool.)
- 2. Top Gustha's Scoplar and put Demonic Totar under it.
- Spend six mano and put Jakutharps on top of ike Cauthron. (4 black, 4 blue, 3 coloriess in pool.)
- Cast Twiddle to untop ice Couldren. (4 black, 3 blue, 3 coloriess.)
- 5. Cost Timethester. (4 black, 3 colorless.)
- Activate Lapis Lazuli Falismen to untep Gustha's Scapler. 14 black.;

- 7. Top Gustha's Scepter to put Demank Tutor in your hand.
- 8. Top ice Couldren to cost Jokehoups.
- Put Asspicious Ancestor and Orulet in groveyord first, reisinglife to 42. Personal Incomption then reduces life to 21.
- If you didn't draw the Feldae's Core when you cost Timetwister, cost Bemonic Tutor to put Feldon's Cornalisto your hand. (7 black.)
- Cost Feldon's Cone and remove it from game to remove your groveyord from the game. (1 block.)
- Declare and all turn and take one point of more burn.
 (20 life.)

BY BETH MOURSUND

STUDERS

FREQUERRLY ASKED QUESTIONS ON MAGIC: THE GATHERING



STUMPER

ог тие шопти

es I cast a Wheel of Fortune and, in response I Forked it. I draw instants, interrupts, and mane sources. Can I cast any of these speed types before the second Wheel of Fortune starts resolving?

—CHARLE MEYERS, CLIFTON REICHTS, PA.

First a small correction. You can't Fork
"In response"—you interrupt a spell with
Fork, how the answer: yes, all of them. A
year ago, this wouldn't have worked; Fork
weed to add a copy of the spell to the batch,
to resolve slong with everything also in lastto-first order. This changed in March 1997,
they the copy created by fork resolves when
Fork resolves. You're still in the "being cast"
stage of the priginal Wheel of Fortune, so
you (and your opponent) can interrupt the
Wheel again, or wait and respond to it.

This reouth's winner walks off with three different foreign edition Magic sacks and a pack of Legents Can I mill my opponent to death in one turn using Spirit Mirror and Altar of Dementia?

---Way too many people

As No. Spirit Mirror fallows the same rules as all phase abilities; it activates once and only once per upkeep.

Q: Does the colon in Vampiric Tutor (or Natural Order) mean it's pumpable?

—Alvin Soriano, Metro Manila, Philippines

As No, it just means you pay that cost in addition to the casting cost. You can't pay more than once.

c: If I cast Betrayal on a creature my opponent controls, then take the same creature with Control Magic, will I still be able to tap it to draw a card?

—Aaron Rehfield, Tigard, OR

At No. As soon as you take control, Betrayal sees that it's on an illegal target and buries itself.

• What happens if I cast Tefen's Curse on my Licid and then turn the Licid into a creature enchantment?

-- Jim E. Morrison, Marris, MN

Az Teleri's Curse says "Play only on an artilact or creature." This is a targeting requirement, so when the Licid stops being a creature, Teleri's Curse buries itself just like the previous question's Betrayol.

Q: If my opponent Disenchants my Mystic Remora, do I get to draw a card?

—Dustin Lutomski, Woodstock, NY

Az Yes (unless he pays four mana). The Remora's ability triggers as soon as the Disenchant becomes successfully cost, before anyone can respond and long before it resolves.

Q: My opponent casts Shahrazad and I play Divine Intervention in the sub-game. If there are no more counters on Divine Intervention, what happens and who loses life?

—Joseph Santos, Chicago, IL.

As The subgame ends in a draw, so both players lose half their life in the main game.

Q± When my Abyssal Gatekeeper dies, what if my opponent only has an Autumn Willow in play? Could/must he or she bury it? —Adrian Schyga, Germany

As Yes, Abyssal Gatekeeper's ability is not targeted, so Autumn Willow is a legal choice.

Q: If you have a Helm of Awakening out, can you bring a Crystal Rod or a Phyrexian Dreadnought out without mana and, if so, can it be countered?

-- John E. Bell, Kailua, Hil

Az Yes, and yes.



Q: Can I choose "artifact creatures" when I cast Extinction? What about something like Assembly Worker?

—Sal Muncio, Bronx, NY

As No. Only creatures represented by summon cards have a creature type. Artifact creatures (unless converted from normal ones), land-creatures, and tokens do not have a creature type, so Extinction, An-Zerrin Ruins, and such can't affect them.

Q: If I have a Dauthi Ghoul and a Dauthi Horror in play and my opponent Earthquakes for one damage, does the Ghoul's effect happen or does it die?

—Bobby Kattness, Anchorage, AK As Both creatures go to the graveyard at the same time. This triggers the Douthi Ghoul's ability twice, but since it's already in the graveyard, both attempts to put counters on it fail.

Q: I have out a Castle, my opponent has out an Æther Flash, and I cast a Burning Shield Askari. He says it's dead; I say the Castle saves it. Who's right?

—Rass Winner, Houston, TX

A: You are. When the damage resolves, the Askari is 2/4.



Q: Is it still legal to, without paying the sacrifice cost, tap mana from the Lotus Vale, before it hits the graveyard?

> —Xavier Ryan Z. Singh, Teacher's Village, Philipines

As No. In December 1996 Wizards changed the rule. Comes-into-play payments are now treated much like upkeep costs: you can't activate any abilities of the cord until you've fully resolved the effect.

Qn What happens if I cast Dregs of Sorrow targeting three of my opponent's creatures and he responds by destroying one of them with a Dark Banishing?

—Philip Washington, Bolse, ID As When it resolves, the other two creatures are destroyed and you draw three cards. As a general rule, if at least one of the targets of a multi-target spell is still legal when the spell resolves, it works. If all of the targets are illegal (or missing) when it resolves, then it will fizzle (so the non-targeted parts don't resolve at all).

Qr I cast a Fireball, and my opponent prevents all damage using a Scars of the Veteran by discarding a Lightning Bolt after changing the color of the Bolt to white using Purelace. Is this legal?

> —Eduardo Koji Sambuichi, São Paulo, Brazil

As Purelace can't change the color of a cord in your hand. Then again, why hather 'locing the Bolt when you could just tous the Purelace?

Q: If I have a Timid Drake in play and summon a Shrieking Drake, can I count the Timid Drake as the creature that I must return to my hand?

—Roger Wallace, Grantville, KS As Yes. Both Drake abilities trigger at the same time, so you get to choose which to play first. Play the Shrieking Drake's ability first, and return the Timid Drake. Then the Timid Drake's ability lails. Q: If I have an attacking Triskelion and I cast Bounty of the Hunt, putting all the +1/+1 counters on it, can I remove these counters as per the Triskelion's ability and pop three targets?

—Darren Stores, Logan, UT

A: No. Since Triskelion says "these counters" you can only use the counters it created.

Qt Teast a Vesuvan Doppelganger and copy a Whirling Dervish. The next turn can I change it to Protection from Green with a Sleight of Mind?

> —Thomas Alberi & Daniel Cole, Summit, NI

At Yes. The Doppelganger makes a copy of the text, which can be Sleighted and Hacked just like real text.

Can I activate a Nurturing Licid to turn it into an enchantment targeting itself?

-Chris Sullivan, Cottekill, NY

At Yes, you can. However, once it resolves, it will find itself on an illegal target and bury itself. (See the trend here?)



Q: If you tie a Dagger +1 to an end of a 5 1/2' pole, do you get a Spear +1 or just a Dagger +1 tied to the end of a stick?

-Brian McKay, Spokane, WA

As We can't answer that until AD&D: The Gathering comes out.

CORRECTION: In issue #32, I said that the controller of a Forlysian Brigade gets to decide how the damage is dealt if your opponent blocks with a band. This is incorrect. The player controlling the banding creature decides how the Brigade's damage is dealt.

Beth Moursund has a Sword +1, +2 vs. Rules Lawyers.

MEV ADDRESS: Here a genting question that's driving you up the well? Just deep at a line and we'll rake your nerves. Empliness: MSStompers/@uol.com at write to

STUMPERS % INQUEST 151 WELLS AVE. CONGERS, NY 10920

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stumpers Spotlight



EYE OF THE STORM

Q: The rules say that force may not be distributed to personas with assigned participants, unless these participants are also assigned sufficient force to vanquish them. Does this apply to charters and field as well? At Yes.

Q: How do cards that add ranks to talents, such as Weirding Talent, affect a persona that does not have that talent?

As it gives him that talent with a rank of one.

Are there imperial cards in boosters?

As No. They're only available in starters.

• The Desert Rigged Ornithopther (among others) can transfer cards from holding to holding, is this move an "unrestricted house interval" action, or is it a "tactic, engagement?" in other words, can the transfer be made after the declaration of a rite?

At Desert Rigged Ornithopter's ability is considered an unrestricted action, and therefore cannot be used as a tactic. Only cards bearing the word "tactic" in bold lettering withing the card operation produce "instant" effects.

The Fremen seem to have a big problem all their personas are Native.

As Only Natives in the House deck require you to have an active desert to play. Natives from the Imperial Deck don't have that restriction.

If I have four House Swordsmasters in play, can they all counter the same dueling rite?

A: No. Each could counter in turn, but you'd end up with four engaged Swordmasters and only the last one would be the real target of the duel rite, and it would be the only one taking part in it.

What do you do when someone puts down a Guard Commander and enough personnel and weapons to subdoe your homeworld on turn one before you even get to go?

A: Start with more favor next game.

Need DUNE questions answered? You can send E-mail to DUNEInfo@frpg.com or give the guys at Last Unicorn Games a call at 717-221-1118.

HOUSE RULES

THE BEST IN CAME VARIANTS

MagicTech

By Steve Zamborsky

What do you get when you cross a 20-ton robot with a Serra Angel? A really happy robot? Not quite. Magic and BattleTech, both the offspring of Richard Garfield, have a lot of similarities; it's only natural—much like chocolate and peanut butter—that the two should come together. So if you've wanted to get a feel for BattleTech, give it a road test with MagicTech, a variant that combines the best of both games.

The object of the game is to run your agreement out of cards. The main way to do this is to attack his library or "stockaile" with your creatures.

You and your apponent will need standard Magic dacks with the following adjustments: Your dack can be any size of 60 cards at less, and you can have six of any card in your dack instead of the normal four (except for basic lands, of course). Both players shuffle and draw five eards and decide by a fair means who goes first. The player who goes first only draws one rard and can only deplay one cord from his hand. Thereafter, each player draws two cords and has the appartunity to deplay two tards each turn.

TBJU 9:4% of 17: UCLE 2007 The rules for this various are significantly different, as it uses mostly the rules from the BantleTech CCC. Here are some of the key changes:

 You do not attack your apponent directly. Instead, you attack his cords in play or his stockpile.

 You may attack as many times as you want during your turn, but all creatures become tapped after combat. If you can unlap a creature, you can attack with it again.

 All spells must be deployed to the table (face-down) and paid for before they can be used.



The ultimate much weapon: the long-fistance body oder cancen.

TURN SEQUENCE

The game is played with standard Magic cards but uses standard BottleTech rules. If you're unfamiliar with how BottleTech is played, your turn is divided into five phases: untap, draw, upkeep, deploy and missions. Perform your untap, draw and upkeep phases as normal; note that your draw phase comes before your upkeep phase. During your deploy phase, you may play cards from your hand to the table. Except for the first player's first turn, each player can make two deployments per turn. To deploy a card, place it face down on the table. All cards must be deployed before they can be used, even instants. You may never play a card from your hand without deploying it first.

So how do you pay for cards? Just like normal during your deploy phase, you can tap your lands for mana. It can either be used to pay for activation costs of cards in play or to put counters on a face-down deployed card. Once a card has enough counters, you can cast it by turning it face-up. Note that a sorcery

can still only be revealed during your turn, while an instant can be revealed whenever you want. Lands are considered to have a cost of zero; you can deploy a land and immediately turn it face-up for use. You can deploy up to two lands per turn.

There are special rules governing spells requiring colored mana: If you have the appropriate basic land in play, you can ignore colored mana symbols, treating them as generic mana. If you do not have the right basic land in play, each colored mana symbol costs three generic mana. For example, let's say you're trying to activate a Serra Angel. If you've got a Plains in play, you only need five counters to activate the Angel. If you don't have a Plains, it'll cost you nine counters.

Also during your deploy phase, you can relocate activated creatures that began your turn in play. Creatures on patrol can be moved to guard specific cards, and creatures defending specific cards can be moved on patrol. You can protect your stockpile or any card you have in play, even those under con-

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struction. Finally, revealed creatures remain in the deploy area until the end of your turn. Creatures with immunity to summoning sickness can go on patrol immediately (see below).

GOING TO BATTLE

After the deploy phase comes the missions phase, when you're able to attack your opponent's stuff. You can perform as many missions as you want, treating each as a separate attack. You can send more than one creature on one mission. Also, you can play any cards during a mission that could normally be played during an attack—i.e., instants, interrupts, etc. Note that you can attack with a creature, resolve that battle, then attack with another one or more if you wanted.

For resolving attacks, it's important to know that every permanent has attack, armor and structure values. A creature's attack value is determined by its power. Armor is how much damage a creature absorbs, decided by its toughness, and structure or the amount of damage to kill it is equal to its casting cost. A Giant Spider has an attack of two, an armor of four and a structure of four. Lands have no attack value and an armor and structure of three. All other permanents have no attack value each equal to their casting cost.

Each time damage is applied to a card, it is first applied to the card's armor value. Any excess is applied as structure damage; use counters to denote this. Creatures do not heal at the end of the turn; they can only have damage removed by healing spells or effects. Whenever a card has counters equal to or greater than its structure value, it is

destroyed. If you manage to damage your opponent's deck, he must discard one card from his deck for each point of damage it takes. At the end of a mission, all creatures involved become tapped.

Blocking works like this: Untapped creatures on patrol can block any attacking creatures they could normally block in a game of Magic—taking into account flying, landwalk, protection, etc. If an untapped creature is guarding a card, it can block any creature attacking that card, regardless of any evasion abilities the attacker has. However, a guarding creature can only block creatures attacking its card.

Lastly, the end phase. Place any creatures you've activated this turn on patrol. Don't worry about discarding; there's no hand-size limit.

KICKING BUTT

Ladles and gentlemen, that's it in a nutshell. The ultimate mix of Magic and BattleTech. Try out this variant and you'll see some new and interesting strategies develop—like how great a card Millstone can be. For those of you who play Magic and try out this variant, congratulations! You've just learned how to play BattleTech. If any questions should crop up, try and get your hands on a BattleTech rulebook; it's much more eloquent than I could ever be.

Oh, and keep plugging away at that stockpile. Eventually, you'll wear 'em down, soldier. Now, report to dutyl

Store Zembersky vill arouse pay questions about Hagis leah at practition som and will augusty reveal to coyone interested his next "thouse Rules" variant a mix of Super Duckt and the Dr. Who CCGs called "Ruper Who?".

MECH IT UP

Here are some things you might encounter when playing this variant. If it's not resolved in the rules above or in this section, then use your best judgment.

- Every two damage dealt to a card under construction results in one mana counter removed from the card and the card is revealed. If the card has no counters and it is dealt damage, bury it.
- Any time a card or effect states, "Pay X life" or "Lose X life," scrap that number of cards instead, putting cards from the top of your library into your graveyard or scrapheap.
- Treat transple, rampage and first strike as you
 would when normally playing Magic, A creature with
 rejeneration may pay its regeneration cost to remove
 one damage counter during your upkeep phase.
- For each point of life you gain, you may put the top eard of your scraphcap/gravey and under the hot tom of your stockpile/library.
- An untapped creature on patrol cannot be the target of an attack. Tapped creatures, however, can be.
- · Idnore poison.



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TABLE LAYOUT

- **A. Stockpile:** This is where you draw your cards from and what you're trying not to lose.
- B. Scrapheap: Where all your discarded/buried cards go.
- **C. Cards in Command Post:** All of your permanents, except creatures, go here.
- **D. Cards Ender Construction:** The intermediate step in "from hand to play."
- E. Creatures On Patrol: These creatures are ready to kick butt.
- F. Creatures Guarding Cards: Let's see a flier get past him.





CHAILIVE CANALYAIGH CANAL

INSPIRATION & ADVICE FOR GAMEMASTERS

BY RICHARD DANSKY

Don't Fear the Reaper

theracters die. It happens. Sometimes overwhelming odds drag a hero down ("Another 4000 trolis? Bring fem on!), sometimes it's incompetence ("I'm sure the neo-otyughs are friendly!") and sometimes it's just bad luck ("I rolled another 01. Is that bad?"). Regardless of cause, the fact remains that unless the GM takes an active hand, everyone eventually gets quality time with the borry guy holding the scythe. These can be difficult moments to GM; players don't want to let their favorite characters go, but unless the GM shows that characters can die, a game can rapidly spin out of control.

Mind you, most GMs don't want to kill characters. They don't want to make their friends angry, or to risk unbalancing PC parties by introducing new, relatively weak characters. So they remove the ultimate power—that of life and death—from their storytelling arsenal.

That's a mistake. Death can and should be an integral part of your game world—after all, everyone not named MacLeod dies in the end. Here are a few tips on handling character death in your game. Doing so is not easy, but it can be rewarding.

WHEN DEATH IS YOUR FRIEND

There are moments when having a character bite it can be a good thing for your game. When a character who's crossed too many boundaries pays—dramatically and publicly—for his actions, it serves as a warning to everyone else. Tweaking the king's nose in front of his court, calling a Nazgūl "Lardbutt" or sniffing a zombie and saying "Who died?" ought to get a character in trouble. If a character is doing something really stupid and doesn't heed your kind and gentle reminders to cut it out—the voices of the gods kvetching, the local Nosferatu enforcer providing a warning to behave at stakepoint—you should feel absolutely no compunctions about killing that character to make a point. The rest of the troupe will straighten up and fly right. After all, they've just discovered they're not immortal.

The death of a character can also serve as an important dramatic moment, rather than a form of discipline.



Having a character throw himself into the Atomic Disintegrator Chamber in order to disable the nefarious device before it destroys the world can give that player a wonderful stage for some over-the-top roleplaying: "What I do, I do for all mankind! And...make sure they get my good side when they cast that statue..." A moment like that also allows a player to put a graceful end to a character of which he's grown tired.

Stretching your plot and worldview to make sure the characters survive no matter what can wreck your campaign in a trice. Much of the narrative tension of a story—and roleplaying games are stories—comes from the risks the characters assume, and the risk death provides about as much tension as most people can handle. If you make it clear to your characters that they're immortal, that risk of death is eliminated—unfortunately, so is any tension caused by that act of gambling a character's life. The story gets duller as does your game.

If a first-level fighter can walk into a dragon's den or insult the local lord without fear of death, he'll do so whenever he feels like it.

Furthermore, if a character's essentially immortal, what's to keep him from abusing his "protected" status and completely wrecking your plot? If a first-level fighter can walk into a dragon's den, insult the local lord and gamble with entities from the nethermost hells without fear of death, just because he's the hero, he's going to do so whenever he feels like it. And, to quote Monty Python, "Where's the pleasure in that?" Unrelenting success is dull.

DEAD CHARACTER, LIVE PLAYER

Not everyone likes having his favorite character waxed; by killing a character, you run the risk of making a player angry. Fortunately, there are ways to defuse or anticipate this kind of problem. Letting players know from the beginning that there's a chance characters will die, and reinforcing that knowledge with reminders along the way, is a good start. That way, no one can say "But you didn't tell us!"

If a character does die, discuss the impending need for funer-

ary arrangements with the player beforehand if possible. It's also a good idea to sit down with the player behind the deceased and talk things out with her, explaining why the character's death was necessary and how you still want the player in your chronicle. Talk up the possibilities of her next character. And, if she's still too attached to the dead character to let go quite yet, you might want to consider allowing the dearly departed to hang around as a ghost, revenant, guardian angel or whatnot.

WHEN CHARACTERS KILL

GMs aren't the only ones with blood on their hands. Characters can and do kill enemies, innocent bystanders and sometimes even each other. The former is your concern as a GM. There's nothing wrong with the party littering the courtryside with stiffs as long as there are consequences. Dead nobles tend to have vengeance-minded brothers, henchmen and friends. Kill a prosperous drug dealer, and those he owed money to or made money for will not be happy. Murder a priest and the entire Church comes howling for justice and blood. Getting away with murder should never be easy.

On the other hand, when one PC kills another, it can create entirely different problems. The worst is the "endless vendetta." A character dies at another's hands. The victim's player builds a new character whose sole purpose is to avenge the death first character's death, etc. and ad nauseam. Even if your players don't end up strangling each other, the game inevitably bogs down in an endless round of introductions, assassinations and funerals. That's the best-case scenario—worst-cases can reach the "Him or me" ultimatum stage.

If one character does slit another's throat, you have to make sure that relations between your players don't collapse as a result. It can be hard to preserve good feelings and good releplaying in instances where the murder is a "mystery" as the victim may feel an urge to use out-of-game knowledge, but whatever bad blood develops has to stay between characters, not players.

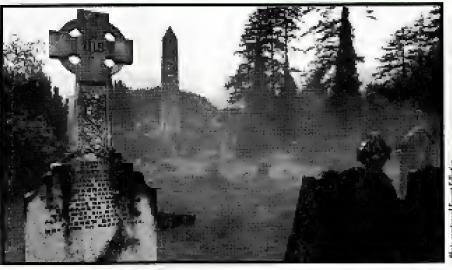
OTHER WAYS TO GO

You shouldn't necessarily feel compelled to add random casualties to your game. If the body count gets too high, everyone builds up a tolerance to it— "What? ANOTHER corpse in the woodshed?"—and the impact of each death diminishes.

There are other tactics to use besides bringing down the final curtain. Injuring characters and putting them in the debt of others for their care can be amusing. Embarrassing someone in front of lovers, peers, social superiors and even the hired help can rein in a power-tripping character. Stripping characters of property, magic items, allies, powers or even body parts can work as well; it's hard to cop an attitude in the tavern when you're missing your magic rings, noble status and tongue. All of these techniques can teach valuable and non-fatal lessons that might prevent the necessity of killing a character down the road.

After all, you shouldn't be in any rush to kill off characters. Instead, you should view character death as just another tool with which you can create the best story possible. Don't fear being the reaper.

Richard Dansky is the minty fresh developer of Vampire: The Dark Ages for White Wolf. He's currently working on creating a roleplaying game based upon the songs of Blue Öyster Cult.



Hotocomisty of Erren Collection.

training

e, yea're broadening your CCG borizons to include a little desert scenery? Got the cards, read the rules, but still your eyes are glazed by blue-within-blue confusion? It's true, building a Dune deck is like shapping at Hame Depat: "Toooo many choices." And with so many cards having very specific applications, it's not easy for the novice to assemble a deck he can handle without a forklift.

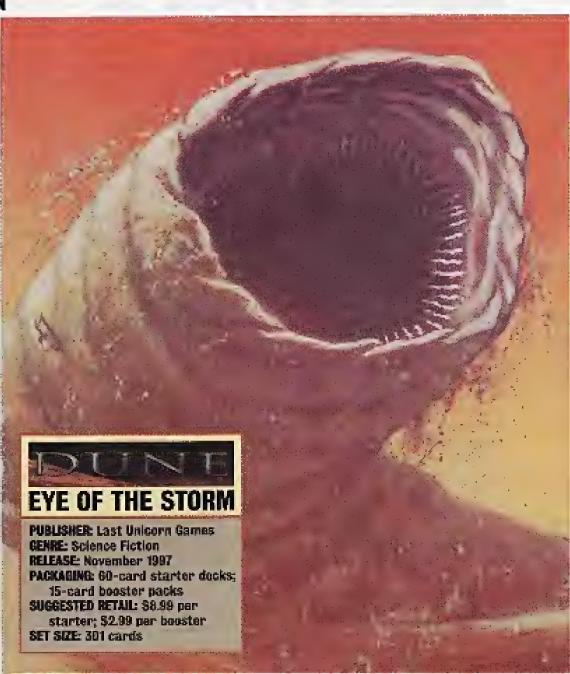
SIMPLE STRATEGIES and DECK DESIGNS for BEGINNERS by rachel barth

DECK CONSTRUCTION

CHOOSING A SPONSOR. In general, a strong deck will have cards with more than one allegiance simply because this provides a greater range of cards from which to choose. Select your sponsor based on the homeworld. Caladan, Giedi Prime and Kaltain are simple solari-producers. On the one hand, the homeworlds aren't too interesting; on the other hand, you get to choose from powerhouses like Thufir Hawat and Count Hasimir Fenring. These houses have a well-rounded mix of allies with talents in all rites.

The Forbidden Zone, homeworld of the Fremen, is great because it can be deployed simultaneously with Dune. It's nice to go on getting solaris from your homeworld and have Dune, but frankly, the Fremen allies won't thrill you unless you have a dueling deck in mind. The Guild homeworld, Tupile, may not be declared the target of a battle-of course, since not one Guild ally has the battle talent, you will need that kind of protection. Tupile and Wallach IX are both good choices for no-desert strategies since they help you with more than just blandly producing cash, but you'll definitely need allies and charters of a secondary allegiance to bolster your deck if you choose either of those two.

HOUSE PROFILE. Your choice of sponsor affects your game plan here significantly. Take the Corrino homeworld, Kaitain. Although it has a high command rank, its resistance



COLLECTIBLE CARD CAME

is five. You want to go first if you have this homeworld. A Guard Commander with an attached Atreides Battalion could subdue Kaitain, and this is an inexpensive combo which might easily appear out of the first hand. Don't take the chance of having your homeworld subdued before you even begin your turn; use four free points to give your house profile extra favor and spend the last point on a solari.

On the other hand, if you are playing Harkonnen, Giedi Prime has a resistance of six, it's much harder to get six points of force together without a battle-talented ally such as Stilgar so you are a little safer going second with a stronger homeworld. And then there's Tupile—in such a case, spend all five free points on solaris or possibly buy a spice.

HOLDINGS. Be sure to include plenty of charters of different sorts—especially those charters which have your sponsor's allegiance—in order to duck the uniqueness problem as much as possible. It is worthwhile to successfully petition for a charter or two very early in the game because you don't want to be dependent only on your homeworld for solaris. Regarding spice-producing deserts: Be generous. You don't want to be stuck without spice. It's not extreme in a spice-production deck to include one of every desert. Even a single desert can win you the game.

If you do decide to go with a no-desert game, include extra money-makers instead. My favorite charter, no matter what strategy the deck may be, is Spotter Control. One solari is earned per spice produced by any desert holding or Spice Blow event, and it works even if already engaged. You just can't beat that!

ALLIES. By and large, these guys are big pop-up targets. Don't make them the linchpin of your game plan—it's way too easy to disable any one ally through repeated dueling or intrigue rites. You may simply be out-bid before you can ever deploy an ally. Worse yet, if your opponent has the same sponsor, he might successfully deploy his

allies before you ever draw yours, completely messing up your plans—so don't hang your hopes on one big guy. Instead, use your allies to deliver the occasional massive blow.

The big exceptions here, as usual, are the Bene Gesserit and the Guild. The high weirding talent of a Reverend Mother like Gaius Helen Mohiam or the prescience talent of Oberon cannot easily be replaced with an aide. If your strategy is more depen-



The slew blade penetrates the shield...but the quick one lets you survive in New York City.

dent on specific allies, then use Informal Induction ventures to avoid the whole petitioning process, but be ready to defend like crazy once your rival sees your strategy, or you are doomed. Of course, with that high prescience talent, I bet you already knew that.

AIDES. Aides are the meat and potatoes of your deck. Following the premise that you might never actually get your allies out, your aides must be able to deploy most—if not all—of your ventures and initiate most of your rites. Since the four main talent types have aides with a talent rank of three, this shouldn't be a problem. However, prescience and weinding aides are definitely weaker; decks focusing around these talents will need more enhancements to take up the slack.

Definitely include four aides in the talent category on which you've chosen to focus and two from the other categories for countering and minor flank harassment action. Whatever your strategy, include at least one each of Guard Commander, House Swordsmaster, House Agent and CHOAM Delegate for the purpose of countering attacks. If you don't want to waste space on

Card Anatomy

- A. Name: Take a wild guess.
- B. Deployment Cost: How much it costs to-ch, you know.
- C. Talent Rank: Tells you what this puppy can do, and how much force he applies while doin! it.
- Command Bank: Controls how many personnel may be assigned to this card.
- E. Resistance: How bad a pounding he can take.
- F. Flavor: Cumin with a smoky aftertaste of cardamom.
- G. Card Text: Special abilities and such.
- II. Description: is it an aide? An event? Personnel? Find out here!
- 1. Allegiance: What house this follow belongs to, if any.



this, make sure you always go first because a canny rival's first move. will be to engage as many of your charters and deserts as he can, and if you can't counter, you'll have to suck it up with a grin.

PERSONNEL Personnel are like thumbs; you don't think about them much until you have to do without them. Battle personnel are especially important for defending key cities and deserts. After all, you don't want to be defenseless just because your Guard Commander was taken down in a duel so attach a couple of battalions to your Minor Erg and breathe a little easier.

Use arbitration and intrique personnel as per your strategyplentifully for offense and sparingly for defense. Pay attention to the command ranks of your aides and allies; it's no use loading up on personnel only to have nowhere to stick 'em.

EVENTS, Events can form the heart of your strategy. If you aren't planning on using Dune itself much, try buying spice to push. up the CROE, then deploying imperial Reprimand. Or use events defensively; let cards like Armistice Treaty and Landsraad Inquest. enforce peace for you. Save an Imperial Fete up your sleeve to stymie your opponent at the last minute.

To use events this way, however, it is necessary to be first in the rankings; pay attention to favor if you choose this strategy. If you have chosen a "no-desert strategy," try the delightfully



And then the Oven-Mitt allow said, "We open to serve man."

cheesy combination of CHOAM Restructuring and Production Bonus and watch the spice pile up.

The nicest thing about events is that they're free to deploy from your hand-just smack 'em down on the table-and yet their effects can be nearly unstoppable because they're so powerful.

> The only downside is the time element: you have to wait for them to collect deferment tokens which removes some direct control from you. However, you can overcome that to a degree by playing either Oberon or Sister Ramallo.

> VENTURES AND TACTICS, On whatever primary rite you choose to focus, you'll want to deliver multiple attacks per turn. Ventures are the key to this. This is slightly less important in a deck which focuses on dueling or intrigue, but if you've chosen battle or arbitration, stock up at the venture booth.

> Every talent has good ventures from which to select, and there are plenty of ventures which have no talent requirement as well. Offensive ventures such as House Atomics or Provoke Insurgency put your high-talent allies to good use. Watch your opponent scream with fury when you play Unprecedented Intercession. Use Exchange Proxy to buy more Spice at that crudial moment.

> Tactics are your only chance to strike back during your opponent's house interval so choose them carefully. Cards like Vanish Without Trace and Aborted Raid make your opponent's ventures go away. Give your personnel Surprise with Diplomatic Initiative or Surprise Assault. You can select factics to work with your rites: Famous Battle Account for battle decks, Poisoned Blade for duclers and so on. Or go with non-talent based, generally annoying tactics such as Security Sweep, False Diversion and Production Setbacks—all quaranteed to mess up your rival's plans.

> ENHANCEMENTS AND EQUIPMENT. With a Bene Gesserit deck, enhancements are especially important. Be sure to use Prescience and TruthSayer; however, any deck can benefit from a few carefully chosen extras. Think carefully about what will most enhance your game: A Lasgun for extra battle force or perhaps a Command Center for increased mobil-



- aldes, ventures, events and such.
- B. House Discard: Where they go when your done with 'em.
- C. Importal Dock: Includes your allies and your holdings.
- D. Importal Discard: Where they go when they're offed.
- E. Assembly: The allies and holdings you have available for politioning this burn.
- F. Homeworld: You start with this card in play. Gives your money and shows where your primary alleglance lies.
- 6. Dunc: When you're ready to make the trip, you can pay the

- your homeworld.
- H. Holdings: Your fiefs and charters. Tap, er, engage them to show that you've used 'em.
- L Ailies and Aides: They can't really protect your stuff, but they sure are good at subduing your opponent's cards.
- J. Personnel: Attach 'em to your. allies. Fiefs, etc. to make them stronger.
- K. Bulld Hoard: Where you keep the spice for sale to all players. L. COOE: This die shows the CHOAM rate of exchange, based on the amount of spice in the Quild Heard.

ity? You could try the offensive potential of Poison Gas Tooth or the defensive use of Secret Allegiance.

PLAY STRATEGIES

Dune doesn't usually reward those who select the brute-force approach; it lacks finesse and is easily foiled. Like real life, this game is kinder to those who learn to manipulate money and timing. You have a lot of different tools at your fingertips in Dune. Spend some time exploring them.

It's often a good idea to go second for the first interval or two, allowing your opponent to reveal his plans while you keep a low profile. Then, generate favor to take the lead and unpack a can of whup-ass from under your Jubba Cloak. Don't let your Homeworld become vulnerable during this time, however.

Explore strategies which don't offer opponents much of a target for rites; for example, Oberon with a High Steersman on him may not be targeted by dueling or intrigue. How about a strategy based around events, featuring few aldes or allies? Use plenty of bastions and tactics to defend your holdings. Unless your opponent is strong in arbitration, there's almost no target there.

The primary strategy to remember is this: Show no mercy—the Baron wouldn't want you to. If you go first and get the chance to engage or, better yet, subduc your opponent's homeworld, do it with all guns blazing. Sometimes, that's all the advantage you need to keep him down permanently. Sure, it's unsportsmanlike. But this is war!

Also, before you declare your interval finished, look over your hand. Is there anything at all left you could do? Arrakis does not reward restraint towards the enemy. A typical ("une game is less than eight intervals—if you have something up your sleeve, fish it out right away.

SUGAR AND SPICE

There's no doubt that becoming proficient in the world of Dune takes quite a bit of effort, but the more you experiment, the more you'll get a feel for how to win consistently. If you have access to all of the Houses, try playing each of them before settling on your favorite. It'll help you figure out the best way to cripple your opponents. With enough practice, you'll discover just how sweet victory can be.

Rachel Barth spends most of her day deploying Diaper Fortifications to her target Heir persona, Mahdi Jack:

ine aeck

WELCOME TO DUNE—WATCH YOUR BACK

The goal of this deck is simple: Take control of time as soon as possible, and then trample any who would oppose you. Executing the strategy isn't as simple, but here are some tips:

- Use a house profile that emphasizes sciaris over favor. It's not that important for
 you to go first. Let your opponent spend her dough, then do everything you can to
 get two things: a cash dow like Carthag and any Spice-producing desert. Bon't be
 afraid to bid high; it will pay off for you.
- Spend money freely to get Bune early in the game. Don't hold back a scient because
 this deck is much better with Dune. In particular, Imperial Favor depends on being
 Governor of Dune.
- By the end of the second turn, you'll probably be broke. But you should have a clue
 by this time as to your rival's strategy. Devote your aides' and allies' attacks killing
 off his key personnel. Try and subdue at least one every turn, using Twilight Assault
 to get in that extra kick in the nuts.
- Last but not least, CHOAM Restructuring is an important part of this deck. Always
 use it to create more spice in the Guild Heard. Then, deploy imperial Favor and buy
 spice like it's goin' outto style.

MENERICE TIES

IMPERIAL DECK HOMEWORLD

Gledi Prime:

ALLIES.

Gauvir Mucca Jareh Benqualt Liscia Thierese Piter de Vries

ROLDINGS

Arakeen
Carthag
Dune
Harkonnen Industries
Imperial Basin
The Minor Erg
The Open Bled
Smuggler Bribes
Spacing Industries
Suspensor Technologies

HOUSE DECK

- 1 Choam Delegate
- 2 Guard Commander
- Z House Agent
- 2 House Mentat.
- 1 House Swordsmaster

PERSONNEL

- 4 Assassin Cohort
- 4 CHOAM League
- 2 House Battalion
- 4 Landsraad Coalition
- 2 Sardaukar Battalion

TACTICS

- 3 Petitioning Tithe
- 3 Witness Testimonial

VENTURES

- 3 Implicate Traitor
- 4 Stranglehold
- 2 Terrorism
- 4 Twillight Assault

EVENTS

- 3 CHOAM Restructuring
- 2 Imperial Favor

EQUIPMENT

3 Spice Harvester



CONTEST

Frank Frazetta
Fantasy Illustrated
presents the:

CCREATE A COLLARD? COLLARD? Joe Jusko, one of the

hottest fantasy artists around-he's painted Tarzan, Conan and Vampirella to name just a few-is creating his own world. The first story set in that world is titled "The Last Ride of T.J. Hackett" and will debut in the new Frank Frazetta Fantasy Illustrated#1 in stores

this February.

FRANKEFERAZETTA FANTASY TILLUSTRATEDY. 70 INCLEST 34 So what do you got to do? Just use Joe's painting on the previous page and create a card playable in your favorite CCG. Any CCC.—Magic, Star Wars, heck, even Spellfire.
It's that easy! Send it to us and if you've created one of the spiffiest cards you'll win...

FANTASY

This month's contest is sponsored by Frank Frazetta Fantasy Illustrated and when Frank paints, people look.

Fill this out, arrach your entry and put it in an emeloge. Send to: "Create A Cool Cool" Contest, c/o Wissed Press, P.O. Box 118, Congers, NY 10920-0118, Deadline is February 27, 1998.

ILLUSTRATIONS OF THE LAW

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GRAND PRIZE (1):

One lucky Jusko junkie will win an original painting by Joe Jusko created just for this contest! Warning: Win at your own risk! Some would kill for this prize!

FIRST PRIZE (15):

Fifteen Frank-o-philes will receive a copy of Frank
Frazetta Fantasy Illustrated #1 signed by Joe Jusko,
Richard Corben, Tony Daniel, Joseph Linsner, David
Mack and Wendy Pini.

ENTRY FORM

"CREATE A COOL CARD"

DEADLINE IS

FEBRUARY 27, 1998



Yamu	
Agu	-
Address	
City	-
State	Zip

Phone Number (with area code):

By Dan Joyce and the InQuest staff

How to build an RPG planet from the ground up

You are GOD.

At least, you're a god when it comes to designing your roleplaying world. So what do you do? Base your campaign on Earth? Lame, Base your campaign on an existing world like Dune's Arrakis or The Hobbit's Middle-earth? No way. You've got to comeup with something original. Lucky for you, InQuest has done some homework.

We've examined a variety of backdrops and prepared a stepby-step guide to shaping your own world. Like that infamous device abused in "Star Trek II: Wrath of Khan," let your imagination burn across the surface of that barren planet over there, remaking it in your image. It's Genesis time...

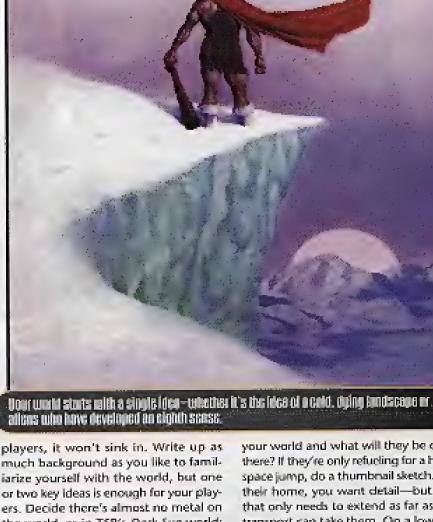


Step 1: Creation

Start with your initial idea. It could be a bizarre climate, like a place of continuous rain, or a race of aliens who experience reality through a different sense. than humans. Take the idea and run with it. Ask yourself some "what ifs" to take your concept to the next level. What creatures live in a setting of continuous rain? How does eternal flooding alter the "survival of the fittest" rule? What civilizations will develop in a world of storms and mud?

Just keep brainstorming, one idea into the next, and you'll eventual shape your world. It may be helpful to make an "idea tree" which lists everything a character encounters on a daily basis or links legendary events which form your world's history. However your approach, spend some time thinking about how everything is interconnected.

Don't go overboard, though, Less is more here. If you throw loads of weird facts about your world at your



the world, as in TSR's Dark Sun world; that there are active volcanoes on all the archipelagoes of a waterworld; or that the soil is so poor that plant life is carnivorous, just as every world has its core, your original idea should be a blueprint from which a further landscape is built.

Step 2: Foundation

After brainstorming a string of ideas, you have to ask yourself what the purpose of your world is. Settings are like non-player characters; some are merely innkeepers who move the plot along, a few have backgrounds as clear and well-rounded as the player characters because they appear repeatedly and are linked to the story. How long will the players be on

your world and what will they be doing. there? If they're only refucling for a hyperspace jump, do a thumbrail sketch. If it's their home, you want detail-but even that only needs to extend as far as their transport can take them. On a low-tech world, don't worry about what's beyond that first continent until the characters have a way to get there.

This doesn't mean it's ever enough to just label a planet "ice world" or "desert world." When you're roleplaying NPCs, you give them distinguishing features, something the players will remember. Whether it's Elric of Melniboné's albinoskin or Benedict of Amber's missing arm, that one feature sticks in your mind. Worlds are the same. Give the players something to latch onto with their imagination, one or two descriptive characteristics that they will forever associate with your world—like the gritty, urbanhigh-tech of William Gibson's Sprawl or the majestic, floating cities of Bespin in

"The Empire Strikes Back." Again, let stories spring from the questions these images raise.

However, be sure to give your setting a consistent role; no matter how devoted players become to a world, they won't ignore contradictions. Is it a breadbasket society for a nearby totally urbanplanet, a mining world, a military outpost, a colony, a trading center, an abandoned world, what? If it's a military outpost, for instance, there are going to be lasting effects on population (small, suited for battle) and environment (entire sections of the planet could be cleared for bases); however, a military world would not necessarily be devoid of intelligent life unless the mystery of what happened to them is part of the story you're telling.

Step 3: Realism

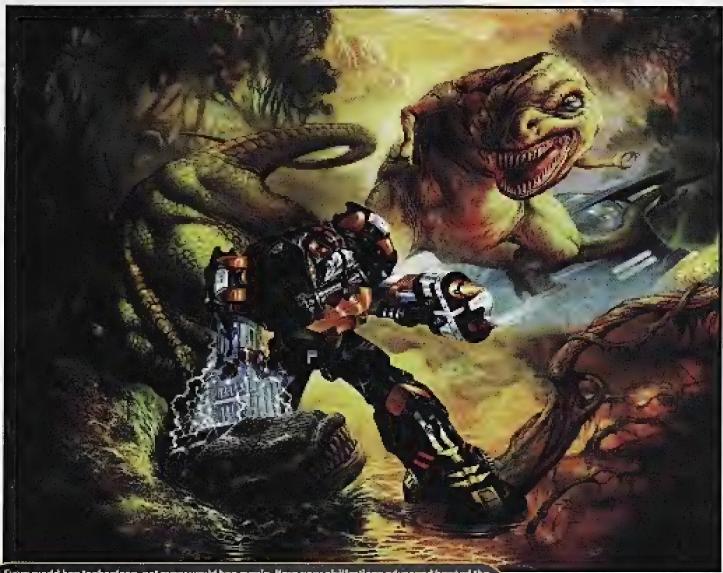
How "real" your world seems depends on how well you know and handle the genre of your choice. Fantasy landscapes can be mythical and ignore everything we know about astrophysics; science fiction settings need to make a nod toward science.

It's simple to begin creation of a fantasy world. Just take a myth and work the story into your planet's history. Science may exist, but should always compete with or be overshadowed by magic and the supernatural. Look at Terry Pratchett's Discworld: It's clearly mad, with the disc of the world carried on the back of a giant turtle. However, it's painted in such detail—right down to the birds that catch. fish spilling out over the "Rimfall" at the edge of the disc; you're prepared to accept its validity. Tolkien's Middle-earth is no more scientific; it was created by the Song of Eru, and Maia spirits carry the sun and moon across the sky. Anything is possible in fantasy, but remember: You still have to make the mystic and impossible seem believable. This is accomplished through the details and the effects these. details have on your world's inhabitants.

Science-fiction realms need to be more plausible, but don't sweat it. Deckleon your concept first and then worry about the scientific basis. For Helliconia, Brian Aldiss wanted a world where the seasons were hundreds of earth years. long. To accomplish this, he placed Helliconia and its weak sun in a 5,000 year orbit around a much bigger sun. Great stuff! But you can bet that he had to do some research to make the setting scientifically plausible. This kind of detail makes your creation more vivid than a rnere earth-clone because there's a fundamental difference, an overshadowing characteristic, always present to remind people that this is an alien world. While the key to fantasy is making the unbelievable and fantastic believable, the key to science-fiction is the science.

Step 4: Geography

Geography starts with terrain. You should always draw a map of your planet; it helps you visualize where places are in



Every world has technology: not every world has mayle. Have your childredoes advanced begind the Computer fige or one they crawling through the Stone fige?

relationship to others and provides a game aid to players wondering what exotic locale they've landed in this time, Remember: You're not bound to use one kind of terrain. In fact, geography is rarely the same all around a planet; even "Waterworld" had land. Mapping doesn't demand you be a great cartographer. Draw it spontaneouslycontinent here, mountains there, settlements there. Most things can be explained. Science-fiction worlds, however, ask a bit more; terrain should be placed in a less arbitrary manner. There should be a scientific reason behind that huge lake you've placed in the middle of the desert, but feel free to make incredible jumps in logic and coincidence to accommodate your ideas and plots.

Fortunately, there are several mapmaking programs out there to aid you in world creation. Campaign Cartagrapher may be the best—check with your local retailer, on the web at www.profantasy.com or order at 1-800-841-1487.

Step 5: Environment

After you've created a working map, environment comes into play. The environment is to a gamemaster what a backdrop is to a film director. Pick something that suits the stories you and your players will be telling. The desolation of Mordor in "Lord of the Rings" makes Frodo and Sam's journey grimmer than ever since it contrasts sharply with the safe, rolling green hills of the Shire.

Make the environment memorable but not with clichés like the "mountain of doom" or the "forest of darkness." Names frequently create a history for your regions, so strive for something distinct. Tolkien was a linguist and he used his knowledge to create the separate and distinct languages of his races, and the names that shaped Middle-earth sprang from them. In turn, these languages delivered a sense of the peoples and places; elvish names were soft and noble, dwarvish names were rough, etc.

Weather plays a major role as well. The hellish storms and bleak surroundings of the prison planet in "Alien 3" make the alien-in-our-midst scenario worse; there's nowhere to run. Just as your mood may alter in popsicle-melting heat or sleet-spattering cold, whole societies change based on the climate. Factor these things into your creation and pay attention to your details; your race of liquid sentients shouldn't be holed up in an arctic zone



Maks your savinoment memorable—a city inside a magical vortex stands out over the standard funded city."

unless their frozen state has something to do with your stories.

Step 6: Population

A habitable planet doesn't have to be "earth standard." The further you get from earth's environment, the weirder life is likely to get; David Brin's magnetovores in Sundiver are swirling masses of energy that live in the sun. However, radical differences don't have to be visibly obvious. In Mary Gentle's Galden Witchbreed, the human protagonist assumes the Orthians are like her because they look similar; they're actually descended from bird-like lizards, not apes. The fact that they look similar but act different makes them more alien because. they confound expectations.

For most of the occupants of your world, pick some kind of over-arcing principle—like "nothing but insects" or "only photosynthesisers"—and translate earth animals into new ones that have the same role but look different. For instance, on your double gravity world you might have a six-legged ankylosaur-type animal that's basically a cow. For those in the know, apply some good, old-fashioned physics to the forms and you'll add a more realistic texture to your new aliens.

Focus your attention on creating two or three widespread aliens in depth—perhaps one sentient race and two non-sentient. On Hoth in "The Empire Strikes Back," you only get to see two creatures: tauntauns (non-sentient) and wampas (semi-sentient). Do you care? No. What matters is what they do.

Arry kind of behavior, animal or sentient, is tricky to "invent." Your best bet is to use some kind of template. Base your animal or your culture on some real-world equivalent, then change the obvious. Players might assume they're observing an honor-bound society like Japan's because they see someone fall on his sword, but maybe the choice is suicide or death by torture.

The point about an alien society is that it truly is alien. What is their culture like? What are their customs? Do they dress distinctly or worship outlandish gods? Your goal is to expose your players to a life they could never have imagined before. (See "Strangers in a Strange Land" in InQuest #30 for more on creating aliens.)

Step 7: Technology/Magic

While your animal races will have adapted to suit their environment, your sentient race will have adapted the

environment to suit itself. The extent to which it has done so is its tech level, is it stone age, iron, industrial, information, planethopping? Decide where your world is in several areas such as transport, medicine, weaponry, power and communication, Cultures may be well advanced in some areas and deficient in others: in Harry Harrison's West of Eden, biotechnology is cutting edge while everything else is in the dark age.

The level of technology will affect the environment of the world, but it usually won't radically change the people using it. They'll keep their old behavior patterns. A pacifist race will use its technology in peaceful ways and if a psychotic race gets better weapons, it will commit destruction on a bigger scale. In David Brin's The Uplift Wor, a carnivorous race, newly raised to sentience, commits genocide on a planetary scale.

Keep in mind that technological development isn't the same as Intelligence, In Golden Witchbreed. the Orthian society isn't pre-industrial as it appears but post-industrial. They've rejected technology because of the destruction it's wrought in the past.

All societies will be at one level of technology or another, but not everyone will use magic; it only pops up in fantasy worlds. If you're using magic, tie it in to the general atmosphere of your world. What is its look and feel? How does it work? What are the effects? Magic isn't physics and will vary widely. Tolkien's subtle, indirect magic is different from Moorcock's magic of demons and elementals which is different from the flashy Arabian magic of A Thousand and One Nights.

Step 8: Politics

Having at least one group of outsiders interested in your world is a good thing-whether gods, demons, aliens or just neighbors. It makes your setting a stage for conflict, which is what RPGs are all about. If the world's not important for its resources, then politics can make it important. Endor of "Return of the Jedi" is a dull little world enlivened by the fact that the Empire is here in force; its location is strategically important. On the other hand, Arrakis is crucial because of what it possesses, spice. If there's something of value in your world-and there always should be-it will undoubtedly create conflict between one or more parties.

Gods are trickier to handle than ordinary outsiders because there are so many clichés about them; all off-the-shelf RPG campaigns give you Underworld God, Water God, etc. It's not necessarily bad to have a pseudo-Greek or pseudo-Norse pantheon of gods, but unless you're going to develop them, they get pretty dull. For something different, try monotheism with plenty of schisms, or use druidism or shamanism as a central fixture rather than a bolt-on accessory.

Whatever you do, remember that religion is rarely just a hobby. It affects the way people perceive. the world and the way they act upon that perception, from missionaries to jihads. Their creation myths are real to them, whether or not they really happened. In higher tech environments, science may oust religion; we can safely assume that Stor Trek's Borg have no spirituality. Always consider that a society's value system will be vastly different whether they accept religion or forgo it.

Step 9: Evolution

Finally, you'll always have to perform maintenance on your world. You'll want to add more as time passes, and the world will naturally expand as your roleplayers explore further. If you're interested in a particular pursuit. more than others-say you like zoology and want to describe the ecosphere in detail—then go ahead. Take notes when ideas spring to mind or as you create things on the fly for the PCs to discover. Later, after the adventure is over, go back and fill in particulars on the mysterious city to the north or the feeding rituals of the new alien carrivores. You are the creator, after all, and that's one thing you'll never stop being. 4

Dan Joyce wants to know why, if space is a Focuser, it has a Sycked up all the planets yet. InDoest jost thinks it sucks.

Here's a sample idea we followed through on to create a new world:

Step t: Creation. The idea of a world forever in daylight sprang to mind. We called the world "Hoen" and brainstormed from there—what does that mean to the environment and races? How do they survive?

Step 2: Foundation. What's the placet for? Several planetbased scenarios in a science-liction compaign—partly to make the players doubt that their expansionist civilization is such a good thing. Noon has species that will challenge the colonization of the players. Its environment will prove to be a tramendous obstacle.

Step 3: Realism. We threw it some hord-core details to make the world feel real. Noon is the second planet out from an old red sun. It has no moon. The planet keeps the same fore to the sun at all times, so one side is eternally in sunlight with vast deserts, the other eternally dark with unbroken regions of tunare and glociers. There is no day and night. Greatly is maintained by a super-dense planetary core

Step 4: Geography, leades the normal settlements and terrain, "hatspots" on our map denate preas of intense heat from continual expasure to the sun. Nothing survives in these spals.

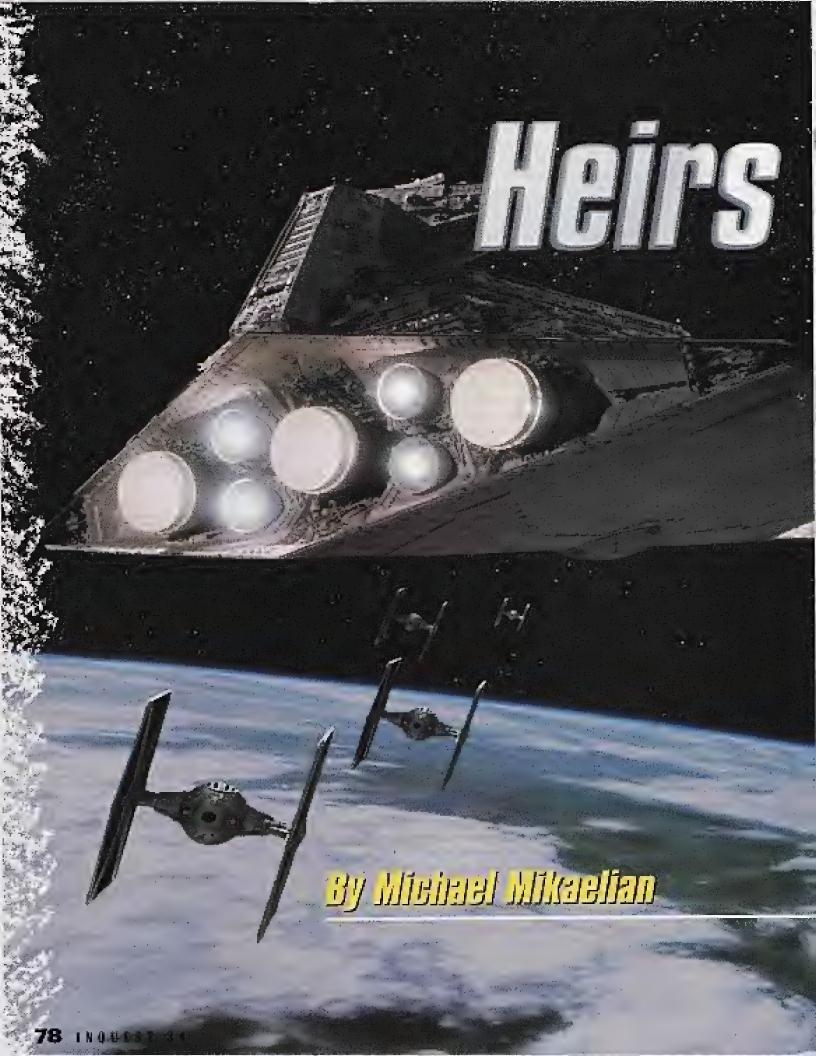
Step 5: Environment, Especially along the equator, Noon has a surprisingly large percentage of water. There are three large land masses, one in the Dark, and two in the Light—one of which is largely radioactive thanks to a big bomb. The account of the Dark are mostly ited over, and there's ite around the terminator and at the goles. The Light side is steaming jungle,

Step 6: Population The semient rune is a seal-like hairless biged which has a vaguely Eskimo or Polynesian-like lifestyle. These "selkies" are entirely corniverous, have dog like faces and wibbed hands and feet, they swim well. They have sonar but weak vision. In huge "ice rigger" columnias that sail over ice-fields or water, the seldes follow the migration of vest kroken like soo grentures, which spown in the Dark. They can track the kraken under the ira via their scenar and will harpeon them through holes in it.

Step 7: Technology/Magic, the seldes are still at a huster/gatherer stage, though they're capable of building great ships and effective pre-curpewder weapons. Humans have brought enormous salar penels to light exploratory rautes into the Dark. These are often damaged by the wild Selkies in their ice riggers.

Step 8: Politics. Noon is a human military outpost and was the scene of an entirely human war some years ago. Leasly, humans have discovered mineral deposits in the Dark. Their presence threatens the way of life of the selkies —pollution is killing the krill that feed the kraken. Many selkies now live in shanty towns and work for humans.

Step 9: Evalution. The story, of course, continues, Humans and sellices are on the brink of wer. The knoken are dying. And what exectly is Moon's military outpost set up for? As adventures flourish, your world will evalve.



to the Empire

Harness the Force with 10 new cards from Shadows of the Empire and other Star Wars spin-offs.

You've seen the "Star Wars" trilogy 47 times. You own a complete set of the Star Wars Customizable Card Game and you can recite the text of every card by memory. You think you know Star Wars? Well, there's more to George Lucas' universe than the movies.

In the past fire years, there has been a surge of new "Star Wars" properties—novels, comic books, toys, video games—about everything but new films. The best of these Lucasfilm-sanctioned spin-offs are Timothy Zahn's "Thrawn

Trilogy," the multi-media adventure Shadows of the Empire and Dark Horse Comics' X-Wing: Regue Squadron series. Scattered throughout these tales are some of the most heroic and vile characters and wonderful technology only hinted at in the film trilogy.

It's only a matter of time before the Star Wars CCG catches up to these adventures. When they do, here's what we think the best cards will look like...

Prince Xizor

SOURCE: Shadows of the Emoire

Xizor is the leader of the Black Sun criminal arganization, one of the most powerful centraling influences in the galaxy. Always hungry for power, Xizor made his resources available to Emperor Palpatine before his death. In an effort to replace Dorth Vader as the Emperor's right-hand man, Xizor attempted to assassinate take Skywalker before Vader could bring him before the dark Jedi Master.

Xizor is a powerful character with excellent martial arts skills, but his true strength shows when he is surrounded by those who serve him—whether they know it or not. His information network allows him to generate extra force, protect allied spies from discovery and prevent impostors from penetrating the ranks.

Although the Light side can take advantage of Xizor's rivalry with Vader with Interrupts like Usurping The Dark Lord, keeping the two apert is the best way to dany that advantage. In a deck full of spies and bounty hunters, Printe Xizor is a no-brainer.

Balance of the fall plants in A 10 trainfalls. Let they of fall furtherest. She should be \$1. Leaville, but the fall fall fall further from the Warn CCs are the property of Benjalan. Let



Gari

SOURGE: Shadows of the Empire

Beautiful and deadly, Guri is Xizor's right-hand women. She is Xizor's top advisor and bodyguerd, and she performs both tasks with ruthless afficiency.

As a Humanoid-Replica Draid, Guri passes for human in almost every respect. She's so incorspicyous that the Light side can't even attack her if there's no presence at her location on the Dark side! Partiags Guri's best function is as a bodyguard—if Xizor is defending a battle, you can deploy her for free and then forfeit her to cancel all the attrition your apparent throws at your. If Xizor was alone, your appanent probably expected you to have no battle destiny—surprise! Guri is an excellent fail to all the destinyadding interrupts the Light side has at their disposal.

Guri's destiny is 0, but she's still worth playing. Even though she doesn't block Force drains, she has some of the advantages of an undercover say and none of the drawbooks.





Dash Rendar

SBURCE: Shadows of the Empire

A mercenary with no lave for the empire. Dash holds the almighty credit above all else. He's not overse to sticking it to the Empire when there's money to be had by it. At first plance, Dash seems to be merely a substitute for Man In a story where than is, well, on ice. The truth is they're completely different.

Even though Dash's weapon game text is free to use, it doesn't extend to other destiny like Hon's. He's one less ability, but can fly just about anything. Best of all, he can appear out all nowhere when your apparent least expects it—provided he's got a ride.

Dosh isn't that different from many Rabel pilots, except he's not vulnerable to Scanning Grew. His major drawback is his inability to add power to a capital starship.

If the Dark side manages to capture one of your big characters, and Dash can rescue them before they're delivered to a prison, the utinni effect Rescue Mission lets you retrieve +3 Force if you target him and he's present when you free your character.

Grand Admiral Thrawn

SMIRCE: "The Thrawn Trilogy" (Neir in the Empire, Dark Force Rising, The Last Command) The last of 12 Grand Admirals and the highest-ranked non-human in the Imperial Marry, Thrown returned from the Unknown Regions too late to prevent the Emperor's death at Endor. Until then, the New Regulake was unaware of his existence, and little is known about him. One thing is certain, though; His ability to command the Empire is legendary. When deployed among a fleet of starships, your Imperial Havy becomes nigh-invulnerable. If Thrown is aboard a Star Destroyer, it gains immunity to attrition at least <4. Thrown's tactical brilliance shows not only in his game text, but is also evident when you play Cultural Appreciation, negating all game text and ability of one alien roce for the remainder of the turn.

Even when at a site, he still provides a halty forfeit value, making him usaful both in spaceand ground-based decks. When combined with E-3PD and 4-LDM, he counts as both an alien and on imperial, giving you +1 power twice!



The Next Wave in Science Fiction

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Mara Jade

SOURCE: "The Thrawn Trilony"

Farmerly the Emperor's Hand, this version of Mara represents her abilities unaugmented by the Emperor's existence. Though free of the Dark side's embrace, she is still susceptible to the Emperor's will, as is exident by her game text.

With a destiny of 4 and a forfait of 6, it's not difficult to imagine Mara showing up in most Light side decks. Those who have the possibility of the Emperor being played may shy oway from using her, but until then she gives the Light side quite an advantage.

Mara's major drawback comes into play when the Dark side plays both the Emperor and The Emperor's Hand, converting Mara to the Dark side. Since she loses 2 power when Palpatine hits the table, it's easy for the Dark side to convert her. The simplest solution is to play Unexpected Ally to cross Mara back to the Light side when the Emperor leaves play, even if she's in your Lost Pilot





Spaarti Cylinder sdugge: "The Thrawn Trilogy"

What can be better than using your appearent's characters against them? With the new Claning rules, that's become a reality. Even though Spaarti Cylinder is more efficient when the done is deployed at Mount Tantis, hopping a quick transport with Ellis Helrot brings them right back into the action.

The best part about during a character is that your appearant doesn't get his character cord back. Even though it has no game text except immunity to effection, your apparent can't use cords like Return Of A Jedi to get the character out of his Lost Pile.

One drawback to claring is that the clone doesn't count towards that character's uniqueness your opponent can deploy the same personalid she has a copy of them. Also, Cellular Degeneration can be nasty, causing you to lose a Force at the end your turn for each close you have in play.

Dreadnaught SOURCE: "The Thrawn Trilogy"

These giant assault cruisers are severely outdated, but the New Republic Navy can use every starship. they can get. One of their benefits, however, is that the retrofined design allows them to act as troop transports, aiding your forces in ground battles.

Through it doesn't forfielt for as much as a Corellian Corvette, the Dreadhought makes up for its shortcomings several ways—its destiny 2, power 6 and its ability to reduce deployment and shutting costs for cords like Robel Commandos and Snowspeeders.

If you don't feel lucky, you might want to think twice about playing with these ancient starships. One bad hand of Cloud City Sabate, and your apparent will have the beginnings of his own 'last fleet."



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ON SALE IN FEBRUARY

Ysalamir

SOURCE: "The Thrawn Trilogy"

These 'furry snakes with legs' are pretty innecuous creatures—they don't attack and they don't move. However, their inherent ability to negate the Earce is not to be ignored. Alone, the Ysolamin pose little threat. When you build a deck around them, they can be quite devastating. If you can concel the Force generation at all the sites at one system, you can scatter your troops and drain, albeit without any Farce drain boruses.

The first problem is getting the little buggers off their trees without killing them. Luckily, Imperial scientists have created the Ysalamir Backpack, a device which allows you to carry them. eround, negating gametest, Farce generation and Force drain banuses almost anywhere.

Because the Ysolomici have a greater effect in groups, two or three of them can nullify almost all the sites at one system! You might want to consider playing them in a "weenie" deck, reducing the effect they have an your characters.



Corran Horn SOURCE: X-Wing: Roque Squadron Series

Tealself

religion o

Originally an officer in Cor-Sec, the Corellian Security Force, Corron Horn resigned, left Corellia and joined the Alliance. Already an accomplished X-Wing pilot, Corron underwent training as one of the first members of the newly re-formed Roque Squadron. The plan was to use the spirit of Reque Squadron as a psychological as well as totical weapon against the remaining Imperial lennes

POREST CREATURE

STAVO STALL O

Corron is an incredible pilot, able to deploy in any starlighter even if it normally only has a permanent pilot. On an X-Wing, he affectively doubles its power, and always draws one battle destiny at a system or sector.

When deployed on his own X-Wing it becomes immune to attrition <5. If you add Whistler, its power goes from 6 to 9, and its moneuver becomes 8. Bosides his explaits in space, Carron proves too hard for the Dark side to keep prisoner. He's such a resourceful warrior that he always manages to escape.



Interdictor-class Cruiser SOURCE: X Wina: Roque Squadron Series

One of the Empire's best defenses against the Rebellion's querrilla tactics is the Interdictor. It traps enemy starships in realspace, where other vessels, such as Imperial and Victory Star Destroyers, can engage them without the option of retreating.

Instead of tempedoes and turbolasers, the Interdictor mounts four growthy well projectors. When activated, starships at the same system cannot use their hyperspeed—plus, any starship maying post this parsec is pulled out of hyperspace unless another system with the same parsec number is in play.

Gravity wall projectors are prone to electrical overload caused by ion blosts. An Ion carnon bit will turn off an interdiction field, and as long as the laterdictor is affected by the ion hit, it can't be turned back an.

Fortunately for the Light side, there are ways around an interdiction field besides searing on lon bit. I Know A Shortcut allows a starship to ignore an interdiction field, at the small risk of being smashed into a line powder.

While earling into the wee boars of the institute. Michael Mikaelian was played by visions of hot . cherelate in space. No jawas were harmed in the midding of this feature.







THISSING IN ACTION CAMES THAT NEVER ESCAPED THE TRENCHES

"Probe the outer reaches of modern horror in Gary Gygax's Unhallowed RPG!"

Mark Rein+Hagen's new "Exile is a moody, cultured, stylish space opera... with a hard science-fiction edge and a touch of the supernatural."

"A miniatures system that works with you instead of against you! *Hot Lead* lets you use any figures—from fantasy skeletal troops to far-future warriors. *Hot Lead*—the only miniatures system for the '90s!"

ound cool? Can't walt to play? Well, join the game—the waiting game, that is. Publishers announced these potential blockbusters years ago, but you still won't find them on the shelves. Will you ever? That's what inQuest aimed to find out.



The Plan: Vampire designer Mark Rein*Hagen had incomparably ambitious plans for this science-fantasy RPG. Fostered by the

Null Foundation, a non-profit offshoot of Rein-Hagen's White Wolf Game Studio, Exile would have drawn in designers via an Internet newsgroup, spun off new companies, and become a multi-media entity. The game cast players as exiles from Diadar, the paradisiacal capital of a highly stratified galactic Hegemony. Sent from the Inner Worlds into the wild and unknown Grange beyond, you would face mutated Exotics, Artifex robots, immortal Viragos, influential Cognate clone families and the dangers of stardiving. But don't panic, you had an Ulster spacesuit, described as "black leather fetish gear."

How Far It Got: Thirteen designers and two artists cranked out a lot of stuff. Rein*Hagen ran high-profile demos at GenCon 1996, giving away draft rules to all participants. The Null Foundation's lavish Web site offered rules, background and Rein*Hagen's autobiographical ruminations. Exile drew him back into roleplaying after a two-year hiatus, he said. "It's going to be the best work I've ever done, and if everyone hates it, it'll ruin my life."

What Happened? Well, not the Null Foundation. Rein+Hagen and White Wolf had a terminal falling-out, though they have not yet officially split. Rein+Hagen took back Exile, and White Wolf replaced it with Andrew Bates's Trivity (formerly known as Æon), a different SF game published in October 1997. The Null Web site hasn't been updated since November 1996.

Future? Rein*Hagen is shopping Exile around to other game companies, but no one has yet met his asking price.

Note from Californ Depay 7nd Schrift



The Plan: Like Chaosium's Elrici roleplaying game, the Eternal Champion card game was to be licensed from Michael Moorcock's novel cycle about a hero-Elric, Corum, Dorian Hawkmoon, Jerry Cornelius, et al.—reborn into many different ages and settings. Designer Charlie Krank planned to include many incarnations in the basic game; "You couldn't assume a sequence of releases after the first," Highlighting the essential elements of Moorcock's stories, the design would have emphasized "exploring the world, going between planes, using the personalities and things present in the stories-artifacts, magic." Like Krank's Mythos, "It was definitely a storytelling-style game."

How Far It Got: "I was making up decks to test ideas," says Krank, though many important points never got settled. In one version of the design, you had a card like the Mythos Investigator cards, showing one incarnation of the eternal champion and, on the reverse, his companion. "If your champion died, you'd turn it over and play the companion until you got to a refuge."

What Happened? "We never got much response from Moorcock's agent," Krank says, and the instability of today's CCG market didn't help. "I'm not sure that collectible is the best way to go with a Moorcock game."

Future? "We've had inquiries from people who are interested in [funding] the game. It depends on how the card market works out."

UNDER FIRE

The Military Orden

Plan: Few Magic The fans today realize that WotC started as a roleplaying company. Its first product, president Peter Adkison's generic campaign supplement The Primal Order, was a rules expansion showing how to run deities in any fantasy RPG. The six young, starry-cycd part-timers who ran Wizards promised a line of follow-up products, all usable with a wide range of RPGs. The Mil-Itary Order would offer a mass-combat system and ways to enhance the armed forces in any campaign; The Economic Order would give campaign worlds a realistic financial underpinning.

How Far It Got: Apparently only rough notes exist. Primal Order's support line of half a dozen adventures, sample pantheons and sourcebooks kept Adkison busy for some time, and then Richard Garlield brought him this card game...

What Happened? Mogic happened. Future? Even though Wizards has bought TSR, nobody has talked about resurrecting The Primal Order and sequels. Which would you rather publish, an okay-selling capsystem game or a Mogic expansion?

PRESUMED DEAD

The Plan: Gary Gygax's multi- genre Dangerous Journeys system made its debut with the fantasy game Mythus in 1991, published by Game Designers Workshop. Next up was to be the horror game Unhallowed, which had actually been the first DJ game; Gygax designed it in collaboration with Mike McCulley starting in 1987. Unhallowed was a modern horror game with six vocations, including private detective, parapsychologist, and psychic.

How Far It Got: Gygax and McCulley finished the manuscript. Because Gygax's agents and potential investors wanted to lead with a fantasy release,

Gygax and Dave Newton wrote Mythus as a rush job from Gygax's notes and the Unhallowed draft.

lithat Happened? TSR sued GDW and Gygax's company Trigee over Mythus, claiming copyright infringement and various other sins. As part of the settlement, TSR purchased all rights to the game and all published material, then killed the line. "Unhallowed would have to be rewritten to another game system now, or else published by Wizards of the Coast," says Gygax. "I am sorry that it didn't see publication because it was a great game. McCulley is an excellent designer and author. A shame his work hasn't been seen."

Future? Gygax says the authors would "happily" negotiate with Wizards to get Unhallowed published.

M.I.A.

The Plan: The Dark

Age CCG was conceptualized as three stand-alone games that could be played against each other. The Brood was to be the second release, a follow-up to Dork Age; Feudol Lords.

How Far It Got: All the card art and text was complete. Only rules editing remained to complete the project.

What Happened? Publisher FPG ran into linancial difficulties just as CCGs had saturated the market to the point where only games with a huge established fan base were making money. It was



A tard from the never-released Dark Age CCG expansion The Broad.

too risky under those circumstances to release the game.

Future? The designers have been negotiating to turn Dark Age into a role-playing game. Further releases in the CCG series are highly unlikely. If it's any consolation, Brom fans can see some of The Brood card art in his new book Darkwerks.



The Plan: Inspired hilarity that set every gamer chuckling when he heard the idea, FRUP (the pronunciation of FRP-fantasy roleplaying) was set in a fantasy world where three gigantic books fall from the sky. The people read the books and discover "they describe a world much like Frup, but a perfect world, in which everybody knows their place and their role... Because, according to these books, everybody in this ideal world has a character class. And a level. And attributes. And an alignment... After 2,000 years Frup has become a world in which everybody is firmly convinced they are characters from the <CENSORED> game." (That's what it says, "<CENSORED>".)

How Far It Got: RWP designer lames Wallis says, "About two thirds of it is written: Almost all the background sections and some color fiction, plus a lot of development notes and background. All the interior art is finished," Previews appeared in Hogshead's promotional



Brom's work was to be prominently featured in *The Brood* expansion.

brochures and in the late British gaming magazine arcone. One adventure, Second Edition FRUP, was to tell what happens when three more great books fall from the sky.

What Happened? Hogshead got shafted big time by a couple of large game distributors," says Wallis, and so "I had to lay off all the company's staff except for myself." Wallis then became preoccupied by Hogshead's license to publish new and reissued Games Workshop Warhammer Fantasy Roleplay supplements.

Future? Wallis says FRUP is "on hold at the moment, mostly because everything at Hogshead has been on hold except wading through paperwork for about the last 2.5 years."





Steve Jackson announced he was designing a universal miniatures system that would work in all settings, just as his GURPS rules did in roleplaying. With the basic rules and a series of worldbooks, players of Hot Lead could pit fantasy warriors against power-armor soldiers, Napoleonic troops against Ogre cybertanks, etc.

How Far It Got: A draft of the medieval combat rules went to playtesters. Meanwhile, a big promotional campaign started; editor Loyd Blankenship wrote Space Knights, the space-opera setting that would kick off Hot Lead; and Ral Partha released a fine series of Space Knight miniatures. Yet Jackson never got the Lead out.

What Happened? SJG Managing Editor Scott Haring says, "Playtest comments pointed out lots of things that needed to be fixed. Steve sort of lost enthusiasm for the project and moved on to other things." Without an accompanying system, the miniatures line died.

Future? Jackson says, "It is nowhere on our 1998 or later schedule, [but] I have absolutely not decided to drop it. I hope someday I'll be able to dust off the last version of the rules, get back up to speed on it, and start solving that last batch of problems. And hope it is the last batch."





Cards based on the Doom video game were never made. So we made up our own.

The Plan: Starting as

a mega-popular, mega-violent computer game, id Software's Doom could have become Chaosium's second trading card game after Mythos via the good offices of Sandy Petersen, longtime Chaosium staffer—he designed Coll of Cthufhu—and now a level designer at id. Chaosium card guru Charlie Krank wondered how to adapt the fast-moving killfest to cards. "How do you entertain computer-game fans when the card game takes a lot more personal investment?" He planned to explore more of the world outside the game.

How Far It Got: "I started making notes, setting up boundaries and parameters—just preliminary design considerations," says Krank. "Sometimes the most interesting projects are the tough ones. [But] it became quickly became clear that this wasn't going to work out."

What Happened? Id wanted too much money. But "equally important was the risk of not satisfying the potential audience." Future? Chaosium won't do the Doom card game. Someone else could, but "I think the time has probably come and gone. I wish it was a bit easier to sell these things," Krank says wistfully.



Freelancer Allen Varney (APVarney @aol.com) is M.I.A. as we go to press.

TREASURE CHEST

BY SEAN MELVILLE

LEST HAMIND-RELATED MERCHANDISE AROUND

LITHE

Willits Design has added another item to the already. long list of "must-have's" for "Star Wars" fans. Check out the four new lithographs they're offering-they're definitely the cat's menw (or is that the Wookiee's roat?).

You can get one of four scenes from "Return of the Jedi": Jabba the Hutt, the Death Star Main Reactor, the Rancor Pit or the Speeder Bike Chase: Each 18-by-12 inch lithograph comes with a unique active film cel from the scene-press the little button and light up the cel in all the glory George Lucas can muster! How can anyone pass up the opportunity to own a piece of film history for a measly 199 bucks? With 50-year-old Bugs Bunny and Mickey Mouse cels selling for thousands of dollars, these lithographs are both investments and classy wall decor. Imperial operators are standing by at 1-800-358-9184.



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Sames Workshop's Bretonnians ready to charge

IT'S A PARTY-A HUNTING PARTY!

Games Workshop's latest campaign deals with a series of battles. between the Bretonnians (with their awesome knights) and the Wood Elves (with archers galore). If slapping around pointy-eared fairies is

your cup of tea, you'll wanna rush out and pick up the Bretonnian Hunting Party. This army-in-a-box has 20 Bretonnians (11 mounted) ready to do your bidding. A force this size will set you back \$100 but, if you enjoy elf-bashing, that's a smallprice to pay. Under Warhammer Fantasy Battles rules, this is about a 500-point army and makes an excellent core if you're looking to start a new army.

Games Workshop's mail order department can be reached toll-free at 800-394-4263.

ANOTHER "NEW DEAL"

In a classic case of form following function, designers at The New Deal Playing Card Company have developed ergonomically shaped cards. According to them, these cards don't just look different, they're more "natural" and comfortable to hold. They say: "Ordinary cards are square. Your hands are not." Hard to argue with that.

Since a deck retails for just \$5, you're not risking much to try 'em out. You should be able to find these at most stores. that sell playing cards, but if you can't, call 888-2NU-DEAL

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Rampant pollution, drive-by shootings, designer viruses and nuclear apocalypse are all threats to modern man. Owning a suit of armor won't help against any of this, but it will put you one step closer to dying with more toys. than anyone else. If that is one of your lifelong goals,

> Chivalry Sports will happily custom-build a suit of armor to your specifications.

Since people sizes vary widely, so does the cost for a full suit armor worthy of a typical knight, but be prepared to part with around \$2,000. If you have that kinds loot in your treasury, call them at 1-800-730-5464. Provide your measurements and soon you too will have your very own 15th century tuxedol if you're looking. for something less extravagant, you can check out their web page at www.renstore.com for more metalwear ideas.

SOLE COMMAND

Westwood Studios takes their popular Command and Conquer series in a new direction with their latest, Command and Conquer Sole Survivor. While everyone else's games feature more units, more buildings, more realism and more of everything else, Sole Survivor reduces online garning to the basic destruction of Doom. Each player starts with one, count it, one unit. There's no basebuilding, so what you start with is what you get.

What makes this fun? Well, you can play online with up to 49 other players in an internet slugfest, racing to get those all-important crates that mean the difference between glorious victory. and humiliating defeat. Sole Survivor's low price (\$30) and late release (scheduled Dec. 13) might get it overlooked in the holiday crush of computer games, but if you're looking for simple. mayhem, you can't go wrong with Westwood, Call 1-888-843-2661 to get yours.





COLSTUFF OTRINKETS OCUDITIES O COMPUTER CAMES OR CYCLITES

CTHULHU RETURNS

Cthulhu is big... not just in physical dimensions, but among followers of all things Lovecraftian. So it was no surprise that Stephen Hickman's super-spooky Cthulhu statue sold out its first run of 1,000 copies in no time. Now the second (and last) 1,000 copies have shed their molds and are available for sale.

If you gotta have one, don't wait; contact Bowen Designs at PO Box 220223, Milwaukie, OR 97269 to reserve yours. This statue is smaller than life-size at seven-and-a-half inches tall, sits on a hardwood base and costs \$100. A solid bronze edition is also available for the insane sum of \$1,200.



SUB LEVELS

Many RPG gaming sessions have players huddled around a small group of really neat-looking miniatures representing their characters. And you can't deny that a well-painted miniature looks cool, even sitting on a table. But if you want to go to the next level and generate real underground excitement, check out Geo-Hex's Covernscope (\$145) set. It comes with 45 cave pieces, a 3-by-4 foot felt mat to use as a base and nine maps of dungeon settings you can build with the set. Everything is even laid out with gridwork, to make figuring out distances a snap. It's not cheap, but this Covernscope really rocks!

Look for Geo-Hex products at your favorite game cave. Call them if you can't find their stuff at 503-288-4805.



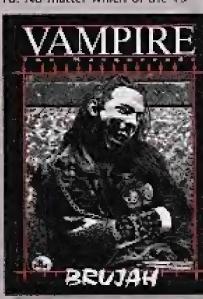
PLEASE YOUR ELDERS

White Woll's line of *Vampire: The Masquerade* T-shirts should get the hearts of all denizers of the World of Darkness pumping (figuratively speaking, of course). They come with glow-in-the-dark highlights and are particularly spooky under black light, naturally.

Each shirt features artwork from Timothy Bradstreet and costs \$16. No matter which of the 13

clans you were embraced by, there's a tee for you. There's also a generic "male vampire" tee if you're unsure of what you are.

If all the game stores are closed at night when you prowl, contact Fashion Victim to get yours direct. They're at 770-454-7661.





UNCLASSIFIABLES • ACCESSORIES • BINDERS • AMUSEMENTS • THINC

DEATHTRAP MONEYPIT

Back in the early '80s, a new genre of books came into being: solo adventures. Almost every company with an interest in gaming released a few of these pick-a-path titles. The best of the lot, however, was easily lan Livingstone's *Deathtrop Dungeon*, a tough book/adventure that actually required pen and paper to get through the maze.

Now that most households have high-powered computers, software has taken the place of these adventure books. Eidos interactive has therefore combined their *Tomb Raider* graphics with Livingstone's nelarious imagination to bring his game to the Sony PlayStation in January (\$55), with the PC version a few months after that. If it's a hit—and it will be—expect this thing to be sequelized faster than you can say "two."

Eldos Interactive does not sell direct, but their products are available everywhere computer and video game software is sold.

BIGGEST ZILLA YET

Phil Foglio has developed quite a following of fans with his cartoony fantasy renderings. One of his many classics is "Zilla And Tokyo" from the XXXenophile card game. It looks like Zilla is set for a real rampage, and this time there's no national guard to save his favorite prey.

If this is the kind of poster that belongs in your room, you can be a proud owner for a mere \$8—a bargain since, at 24-by-36 inches, it's a heck of a lot bigger than the picture you'd get if you bought the XXXenophile card game. You should be able to get it in better hobby shops, but if you can't find it, call Slag-Blah! Entertainment at (206) 782-8739 to order your very own.

MAGIC TOURNAMENT GUIDE

If you've been part of the InQuest family for any length of time, you should have Magic decks that can whoop some serious rear end. But if you can't get enough killer decks, skip your next draw phase to check out The Magic The Gathering Official Deckbuilder's Guide published by Thunders Mouth. For \$14 you get lists of more than 100 tournament-viable decks, practical substitutions for those decks and tips on playing against those decks. So stop getting kicked around like an ouphe and pick this baby up at fine game, book and hobby shops everywhere this January.

BOND WATCH

Sure, Bond—that would be James Bond—doesn't wear this 007 watch because, well, spies who advertise get dead. However, you can be assured that Q will be getting one of these. That leaves only 9,999 left in this limited edition from Fossil watches.

If you gotta have one, be sure to avoid SPECTRE's minions on the way to www.fossil.com and make sure that you bring along the 45 pounds that you won at the baccarat table (that's \$75 American for you Yanks in the crowd).

SEND US FREE STUFF

Want your gaming related merchandise featured in "Treasure Chest"? Don't just sit there, send us a copy. If your doodad/T-shirt/book/giomick is really cool, we'll expose it to our legion of readers. Send to:

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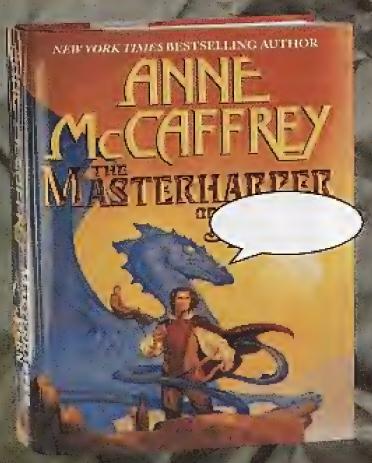


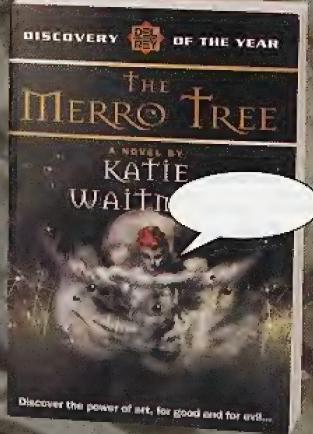


Danders Martin's Beekhallder's Goide CONTEST

Del Rey Beoles presents:

CONTEST





Ever wonder what it would be like to be an editor at InQuest? Wanna win a small library of books from Del Rey? Do both by writing clever, funny word balloons for the book cover illustrations on the opposite page. Jot down your two best gut-busters and send 'em along. The entry that most tickles our funny bone wins...



This month's contest is sponsored by Del Rey, Mi, Fa, So, La, Tee, D'ah!

Fill this out, attach your entry and put it an envelope. Send to: The "instant Library" Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

THROW THE LEGAL ROOKS AT 'EM

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GRAND PRIME [1]

One lucky literate will win 50 Del Rey books including great titles like Industrial Light & Magic, The Art of Star Wars Volume 1, Masterharper of Pern by Anne McCaffrey, Icefalcon's Quest by Barbara Hambly, The Wild Road by Gabriel King, Kirinyaga by Mike Resnick, Running with the Demon by Terry Brooks, The Demon Awakens by R.A. Salvatore, Polgara the Sorceress by David and Leigh Eddings, Creating Babylon 5 by David Bassom and so much more! You can keep your Necronomicons—this is better!

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FEBRUARY 27, 1998.

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ARDSTOCK

Tracking trends in the card game market

Welcome, chickens, I am lowly Lors Pearson, InDoest price guide manager and your host.

My first piece of wisdom this month: When you go to a girl's house for supper with her parents, naver, never

scrape the butter. Always sine it. If you scrape, you're doomed.

And my second piece of wisdom—covered by Rick Swan in "InQuisition" this month, but what the heck, since only my mother reads this column—concerns the small brownaha over the price guide moving to one price.

See, some fans wrote in confused as to how it could be that in the move from two prices to one, the new price

wagn't an average of the previous two.

This was because they worked under the take assumption that the high prices and low prices randwed around a common middle grice. It was never meant to be so. Ho, when we gave a high price and a law price, we were

giving boundaries as to the most you would probably pay and the least you would probably pay.

So just because a card had a high price of \$10 and a low price of \$5, that didn't mean the majority of them were trading for \$7.50. It was possible the bulk of them were reling for \$6.50 or \$9. So when induces made the move to one price, we had to consider. Were cards trading high, middle or low in their range? If something had a range of SS to S10, but was trading at the law and, it would have been irresponsible to say they were going for \$7.50. Six dollars or \$6.50 was better. We didn't put calor bars on items that weren't genuinely gaing up or down in value, but marely adjusted to suit the format change.

That make things dear? Good. Also of note this month is **Portal**. As a sort of "Magic 101" for newbles, it's currently gotting mixed results among lans. Many one grumbling that assembling a Partal set is simply too hard—you can buy live or six booster boxes and not get a complete set. Certain cords are rather high priced, and the four that it's a black-bardered set makes it all the more desirable and lough to buy. But while this might mean some fans are encouraged to chase Portal, the lang-term effect might be kinda corresive. Sometimes, the harder something is to do, the less people are inclined to do it. Disgruntled lans have already left the game, and since gamers aften flock together, the desertion of many Portal veterans might drag others with them. We'll have to wait and see.

And now for you brozen-hossy speculators, consider Tampest. The singles market for it is arguably the

strangest since Legends, so worth these possible sleeper rands:

 Shocker—This red cord can throw your apparent into chaos, since if Shocker damages them, your apponent must draw a new hand of as many cards as before. It's also handy for deck-destruction strategies.

 Whim of Valrath—A surprisingly (excuse the phrasing) whimsical card since you can replace of instances. of a rater word or fund type with another until turn's end. And it's a buyback cord, so the pest doesn't go away.

 Propaganda—There's a special satisfaction in slowly bleeding your appearant dry of mana, which is where this cord helps. Propaganda means that each of your apparents creatures connot attack you unless he/she pays an extra two colorless mana for said areature. If you've got someone you know is creature-happy, this baby congut them like a fish.

That's it. Take care until next month, and in the words of Shakespears, "Oh, what a tengled web we weave,

when first we practice to play All Hallow's Eve."

UIDE CONTRIBUTORS

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UNLIMITED EDITION

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FACTORY SETS

ALYG Beta International Factory Set CSSE cords: \$200,00

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SINGLES BAR HLUMINATI 17. LEGEND OF THE FIVE RUNGS: IMPEDIAL E-OTION Fol Ser \$475.00 550.05 Company LT. 三 LEGEND OF THE FIVE RINGS: EMSRALD EDITION C. 7 LEGEND OF THE FIVE RINGS: OBSIDIAN EDITION 莱 X LSR: SHADOWLANDS 7.5 = -LSR: FOREIDOEN KHOWLEDGE W. foil Se: \$200.00 250.00 Company: 10 .25 Uncommon: 1.00 .150 LSR: ANVIL OF DESPAIR Full Ser 9200 00 250 00 (foreness 10 25 Main 3.00 ... 5.00 LSR: CRIASON & JADE ful 5z \$250.50 ... 750.00 × CO LSR: TIME OF THE VOID Company Uncurrents......1.00 NETRUNNER Commons .05 .30 Uncommons .90 .1.25 Uncormors 50 Vrigs 75 Rose 2,00 . 1.50 OVERPOWER Fig. Sai 53860.00 .400 00 Common .10 .75 SHADOWEIST (этинут 05 25 (haranays 25 100

HANDBOOK HANDBOOK

What you need to know about the InQuest Players Guides

The InQuest Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for Magic: The Gathering, along with one other collectible card game in the Players Guide Spotlight, such as this issue's (5R: Scarpion Clan Coup.

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SAMPLE LISTING

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is the num	rber of non-wall-	realwes in pl	gy on your side. "	/K.	4
+Kird Ape			st in play. 1/1.	" AMR	1
Cobold Ot III Ser	dednt 5		4B 🚭	ĻĠ	
Give all your Cobold Overland	Kabalds +0/+1	and frample	1/2.	16	1
First strike. I	Gave all your Kob	alds first strik	. 1/2.		1
Kobolds of Khar	r Koep Si	. (•	0	LG	1
Kebold Taskma	ster St	. U +	0.0	16	7
fine change	Walsold + 1 Lat	1/2	_		

Ried Ape is a secures creature that has a five power rating and its certing cost is one red mans. It's available in Archive Rights and Revised. Its power/loughness is 1/1 and it gains +1/+2 if you central any fasests (mankeys like trees). Also, it's barned in the Extended isomeometric terms. How do we know all that? Because our bass, Cancer Man, told us. No, no, just kicking. We know all that cost staff because we've read all the cool reference charts in the following players guide pages. Cancer Man had next to nothing to do with it, but so you know: restricted eards are limited to one you dark in tournaments. Led bareaut cards, well, one a no-no for inormaments.

THE GENERAL SET ABBREVIATIONS

MI	
All.	Arabian Highly
b	Betg Uimited
CH.,	
PK.	
FE	
50	lifth liftean
411	Hourth (dition
HL	Memeripods

IA	 60 Apr
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POWER RATINGS

Trying to figure out which cards to put mile your tournament deck? After playing Mayic for hours on end, we've rared every single card. So if you're trying to figure out whether or not card in going to make your dick competitive, these out out our power ratings.

seems Five Sterre. The best of the best in order for a cord to seem a five size entiry it has to be incredibly useful in test about any deck of the appropriate take. These are the cords you see time and again in fourtements.

can't feeter Shares. Bun't get us wrong wone can't can be great without being the best. There are a lot of useful could that you don't want to use all the time. Heuropolerus is a great sprif, but it only works in a couple of types of decks.

••• Three Stors. Smark dub in the the middle, these are the good solid cords that are be very useful in assent play, but are after the expensive or too limiting to be put to really good use in most tournament duties.

•• Twee States. These cords have their ever, but they're generally only put into decks when the set facy're to lind comes out, when they're part of a deck with a funky theme or when they're used for fun in coord play.

 One Stor. The cross of the cop, these are the corts that fan people use if they have any goal of winning. The these cords and you're hopping to be eighnessed Eugene T. Dedley.

Inapplicable. These cards are basic resources. You can't win a gone playing only these earls, but you can't win without 'em, either



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CARD DESCRIPTION

A card Name.

— Nied Summon Djian means die Jurom is a creature of the gents "Dian."

Description. The description of exactly what the card our do.

Flavor Text. A furnity or informative quote.

Costing Cost, No. Junua costs two black and hwo genesic mono to summon into play...

Expansion Symbol. This tells you what set the ourd belongs to; in this case, the somitar meens he's from the Arabian Mights set.

Name Describió

ARTIFACTS

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Canch Harm. MC 8 and the Cooch Hern Mr. Spyriten Carch Horn Date 2 cards. Place say single and from your hard york on top of you library.

Tendermotion MRT y ** ap. 1,0,0,45. Consequents 460 0 mm de distribusera up to 2 diamage 10 pcc. Copper liabilist 420 U mm ned Scrott

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- Southon Solvent parent half of the domage doze to you by a single course, requested doze.

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pan Brigina M. [. do: + [/+0 gmill-pad of turn. 1/3.

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15. ⊕ Gene target and the first state and mid of turn.

Generally of Major

All necessary operations are cons ⊕ All and creatings gain 41/21.

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⊕ ⊕ Secretice Generics: Fishe control of an exponentic faint, creating, or entire. Then give that apparent are of new permanents of the same type.

Decrey of exchanitments is a model previousless.

General of these All 1 → ⊕ ⊕ 1,0, 2,46,56n

⊕ Lock at apparent's hand, for his creatil

Each a large Mil 1 → ⊕ ⊕

⊕ Secretical permitted of your very, larged apparent takes demage equal to the number of creations personnel. Otherwise, you take demage equal to the number of creations personnel cartrials. Hybra of Chadderns All R — B.

W. Or his top out of operands is livery, in the growped. Continue until you have put X and be an arranged parameter likely in the growped, who have across first. If the last cont put etc. the first growped on a contact, key history and put etc. If the last contact put etc. the growped on a contact, key history and put etc. If R ever as the first put etc. If the last contact in though if were just data.

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They there were the spell or that of he Doubleton. be small to cool the spall or help of the Continue.

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Nearspotence vs. Anvil of Bogardan, in the Immostrd words of the great Sylvester Stollage, "You're the disease and I'm the care." There are lots of lethol Magic cauds, but fear not. There's glwoys on orridate. Take Necropotence for example. Geiting outdiewn saven-la-one sada, so ship you opponent's discard phase away with an Arrel of Bogordon. No discord phase means no cooks, making it more like Medic-imporence.

Jester's Mark

Carries into pice topped -atl. — Secretice: Switch apparent a band with the some remains of costs of year desire from the Mosco.

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LØ Add ◆ to your marconol.
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Description MT 1 + +++ (b) U()

(b) In transit artifact.

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testroped before and of turn, no in Sandah of Abdulluh.

Courts as a wall, if Shield Sphere is excipted as a blacker, put a Q/1 op/1 time. (X) (* 1/5

IA.510 be S. Φ: Long con michigan and then you proposed into you level.

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the target is you many part.

**Self 2 in your many part.

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**Self-or Self-or W. Self-or & W. Self-or Self

(0) Gen I life when a constant is pleased in the graveyord.

M 20 Player cannot make more than two permanents during their camp phases. Sheef College AC U — 40 MB, College Co ll ary opponent successfully uses a summon or arthur courses spell, bury Specification, 7/2. Softwise Section 17/2.

Softwise Section 16/2.

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When Section 16/2.

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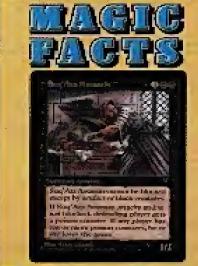
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— A Secretary lack of a quadran conditions apparent's hand Contributions (Contribution Contribution Contri 域物 remove of courses from its code and any courses, by some out some or its course from its code fix much man at your mans pool.

Yesting Arcania

(ii), 40- Main target player mans a cond from over the pool of his bloomy. Fifth player it gaves matches the code it is played in the torus.

Otherwise, it is put to the growyord and that player takes 2 decreage.



_ fired of constantly bearing your apparent with damage as by running him out of coats? How about the ultimoste shollenge? Death by poison. There are six paison. erities—Crypt Cobro, Mersh Viper, 971 Scorpion. Sabretooth Cobra, Seq 'Ata Assassin and Swama Masquiro—and one way of working 'em out—the Sergent Generator.

Whenting Sphare
ATT R == 46 B.
During your flow, all your contracts gain + 2/+0. Busing all other times, all your resolvest, gair +0/-2.

Notice Bell ATT R == 46 IS, DR
Put a counter on Dail during upkers. If boll is unacaped on the and of your time, it directly dismogn to you and is districted, if is the number of counters. AD Bell your, if is 0.4 decreased on the results of counters.

Belling Well St. City Malling Well +3/-11 and mobile if to enter the delay may only be used once a person. O/A.

Bell of Malling Bell Belling Be Wer Describe

(ii) (ii) (iv) (iv) imper creation transfer and end of hard.

Westerland State in other in the creation of hard in the creation of the creation challing you get 1/40. 1/42.

Mortables, greatures loss 1/40.

Walf of Reverbelges.

MOT I every de M.

An played may pay the fiving list on her from phase to draw a card. Played my pay the fiving list on her from phase to draw a card. Played my reverbelge.

MOT I every de M.

di, the Claim press' your produces with power 3 or less flying and end of the phase cards of your produces with power 3 or less flying and end of the phase cards of your listony from the game to leave (of your fit shot you change in each flying contains and each player.

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Lock player may only unity: I lead during his unitor place.

Special Sphare;

ATT R event the last mate place.

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BLACK Alternate Rope 508 U -- so tiglier 509
Chome and discord X cords that all taget apponent's fount and choice X of those cords. That player deposts the chosen cords.

Association
Grant or white recent rest blocking or blocked by Association are deployed only unabout 274. PU 2 continue of All Hillion's Sev when used. Bestives a counter during as spicing. After the last continue's sensional, everyone takes all continues in their growpoods and puts them disortly into play.

Sational Great Continues are growpood into play on your side with 1 power. If farmache Dead leaves play, the continue is based.

Armac Tarrall

② Sational First +1/+2 counter our target regional, 1/3.

Affiliant Procession

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Dead Continues that influent's controller and review in mathematical counter and the armaches in mathematical counter in mathematical to play under your controller whether Side II is the armaches in the controller whether the old to play under your controll if there is not in least three controls? If there is not in least three controls? If there is not in least three controls? Bartlet ted by sammaring subsects. W. Daten Shool to play under your control if their aim of local from contract above it. 3/1.

After Frender SOR I Here the the the AG.

Take control of a control than an appearant's grouppid.

Adverse Rabes SOR I Here the the D. C. Ath, Srh.

Termont has non-control controls than the game and take S damage.

Bad Boon DN I Here the U.O.C. Ath, Srh.

All black construes in play gar +1/+1.

Badkwalan Bood SC III

B. Bername a meanable in your grouppid from game in put into play or 3/1 Her bear of mortal to the control that is quantitated by summaring spitness. Buy taken at send of term. 7/3.

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B. B. Barteline stock S demonst half in your forced on and half to are. Foreign

By . Ch. Baroles does X duraget, half to you (country) and half to any sign broad down). It.

Barbel Both Worse SC 0 → now .

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Borrison demograf 8. Ch. Representation and is now groveyad from the green on bury Sense (2/4).

Bould Braid S. Ch. Representation of its poor groveyad from the green on bury Sense (2/4).

Bould Braid S. Ch. Representation (2/4).

Bould Braid S. Ch. Representation (2/4).

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Sight I to span hand is topped, dentity it of another hand.

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Sight of Sharmon St. II American an addition.

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Strongwork: 3/3.

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Death's Studies

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Demonic Arborney

SDR morac America. Unless opportunit concentra grants, both players throw governments and cond-

Droad of Hight of Right Eli white operarm pri-1/-1. M II eee White crecture pri-ty-ty

Bend Spector

Whenever three Spector fields or a blocked by a postplank remaining, exclusive that creature of mid of acoustic 2/2. Charles below to description to depth of the party.

For Spell death 1 character to each machine and plague.

By street.

Cli Che Mie. During each player's space, if the player, the portugation of the potential Sees if the Dect. 3/4.

Bean Fresher

Jespid, Fort pride. Parts: 2/2 centre on Elice Proper during sphere.

Jespid, Fort pride. Parts: 2/2 centre on Elice Proper during sphere.

Josepha con creation during sphere is move in 2/2 countre, withing or all 4/4 centre for Elicid with southfield. 3/3.

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Enchanted treature gats +2,7+0.

Fernace of Roth vs. Honorable Passage: Getting demond with six point. Inconcretes or 12-point Boll lightnings studes. And Since who citing your apportant over the head with you life counter. is unsportanced key you'd hove. to resort to more direct mensures—like Horosoble Possoge, Take that sa damage. and stoff it book at your apponent—and don't forget to double it appin! Youth.

Target districts decide no decidency density and analysis of affects.

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The Confluenting guide Kind (III. Realing Cast Description ST E and GOO. ★: Ru a becamp counted on trappin norblock counters. ◆: District target Be extrined by the second term of the second by the second Corrien Arts X 0 000 do: -1/41 until end of turn, 0/1. Corrienctor 400 = 1/41 until end of him, W/1.

(See the Common Configuration and larger countries from the game. That the common common temperature from the game. That recover is common received to a superior of the collection for the collection of the coll Casting of Romen BC (++ 0.00 III and Installation in put into the governord, drow these conds. Chasten H and increase in the course Hyung, friction in an expensive of the control of the control power is helded, transited up, ty = first ordered power is helded, transited up, ty = first ordered power is the control force of the first and drawn in class place, away player must discord a control before depoing. It player with no code must depoin the code to draw, it fills for the first transition of the code to draw, it fills for the first transition of the code to draw, it fills for the fill of the code to draw it fills for the fills of the code to draw it fills for the fills of the code to draw it fills for the fills of the fills for the fills for the fills of the fills for the fills of th and fines the definiting styre to do and a conductivation.

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Lock through opposes to bond and make this desired a cond of your chape.

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+1/+1. Customs does not unappes compil, from must pay ith **.

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Hell's Controller (7. R --- (16. (M -))

Sea file is creative to put a creative in your proviped into play 1/1.

History Management (1. R)

Will be the controller of the creative of the controller of the creative of the c reason monor X I → ◆◆◆
When there presen into play, through a martine cont or harp
their \$\frac{1}{2} \cdot \frac{4}{2} LE auchus a canompte ingunerate à black d'acture. Franc Bevond INS C +++ 00 (*) Hand from Beyond INS L even larged constant gains +V/+0 until sid of tion. 即成的风险 Protection from white, 5/5.



"So which is shonger in Dominatio, life or death? Depends on how you look at it. There are 1.1 coads with "Lite" in the same, while there are 10 cards with "Dootla" On the other hand, there are 13 coats with "Decd," but only so cods with "living," Of coerse, you could nivous just need the neutral ground with ferapes's being Death...

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PW Enchart World MS Install ML Intercept

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Informal Denizum

10 Condition Union
10 Crickon Artifact
10 Enchant Creates

integral fields are yet, among on number of longer operators. Informed Medical St. U •• \$4.9.

Destroy of non-well are mars Morbing or Market by Medica 2/4 Informed Tribyta 13 8 •• •• •• •• •• 暖 Infernel Tribure

d) Sportface a continuity Growns and lessones of the Thomat St. C. and M. ## high the tryon manageral. Bury instates if reconfirm the is spent this any manageral to the tryon from the is spent this any manageral to the tryon from the installation in the insta Legen Dijan chieft, I change to you during your splane, 5/5.

In the factor for fact I and for her board

Beenreit's Rec. 508 I He distance ASS

Disease's Flore deals I dismage to each sometisch another and an additional I dismage in each green promote.

Baserveit's Spile ASS R ASS R ASS R ASS Received by the Assertance ASS R ASS R ASS R ASS R ASS R ASS R ASSERTANCE A pereta.
First strike. During you upkang, if you apparents control on continue,
Kanardia durin 4 changes to you. (74,
ted Bhaul Shaded Cheed SC R → □ □ □

Gitte of 1/4 in token of and of terminal much executed that was deciroused materials 1/1.

Quidence Decid SC C → □ □ □ □ □ □ Residence Dead St. C +++
The mast contine a creature when Releases Dead comes into play.

It linguistics. 3/1.

Knight of Syst.

St. Discovy target modes (locking English of Red. 2/1).

Knight of Strongold St. 1)
Strongold St. 1)

Knight of Strongold St. 1) 10.56 Kenkun falls.

During your uphases, by larged promiting part product on laws, Shahkum falls.

No reactive can official you enforce to controlling pays an odditional 40when the duration affects.

Kenkun Bernardskall.

S.I. → □ □ □ □

S.I. → □ □ □

S.I. → □ □ □

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S. that each "Buring the universal contracted regions to permitter, Leading Land dank. I demand to that player" increased a manther More Leading Land cash through to attach to be many pay \$\Pi\$ to each thin offect. \(\sigma^2\). Legions of the \$\Pi\$ \(\sigma^2\) \(\si Legions of Lin-Oil 1972.

Legions of Lin-Oil Line DON Hote: 18 U → □ □ W M.

During your uplace, Hex dans 1 damage to all physics. Each player may pay

⊕ or □ No process the consign in larged.

Line DON High Good S. C ← ← □ □ □ W M.

First Stiller, United Suprement, 7/1.

United State: Suprement, 7/1.

United State: Suprement, 7/1. Figure 1 and of the Print Street Stre 15,4%,5% Soul Sourceach, 2/1. The polytheria of the control of the beginning of the control of the beginning of the control of -

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discripts a cord, 2/7;
Drater of the Horn Manual St. E week @ @ R. Roberton Ingra white. @ R. N1/40, @: First price. 2/1.

Dublisher

Host target account out of play, 81 Collective between play conduct which is beginned. St. Roberton Manual St. R controller may speed 40 to union during uphases.
Site 5 to 40 to 4

Moderation 5/1.

Moderation 5/1.

Moderation 5/1.

Mark Develops: 5/2.

Mark Develops count, and in not blacked, it gams +2/+0, 2/2.

D6,4 th, 5th



players

Description

Securiorial 3/1.

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Beried Alive vs. Coliffe Queen: Baied Aire can be used to ser up of sorts. of nexts combos. His manufact Harne: Shodows as beharnoth Animate Book tracts. The best eggy to linwart poer apponent is to use his stratucy against him—by stepling his shoke. constants with a Callin Cessen. Guaranteed to bring even the hardest hearted assurances. No Feors.

realizes Base SC R == 49 49 10
Francise Scottes " Be when resting Namelices Resp. always " is of most fine told number of white conts of your opposents have in play and in their principals." " . 47 " All the state of the control of the

Five strike. When Nelgonal corner into play, buy larger revenified,

Here stake. When Majorated torses that play, buy larger researched, and factor contract, such as the contract produce of the contract of the contract produce of the contract of the contract

7/2 3/3. Output EN U = 48 to 15 t 1M Destroy surger land. 1.00条 4色点的 Sales Deed Super Communication Super Super Communication Super AG 141 MG MG

LILLIE Counter on producted produces.

Femology Di B 44 Section on miscattle Decayle.

Section only
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makes on a 2.72 block combine. During your update, if their size in Zemilias
is oby. Sectionary class. I during to you.

Soothe Zemilias

SC E to the L.I.A.4th, Yth. Scotle Families St I * @ U.S.

2/2 Tourne.
Scowneding Ghoul St II ** @ U.S.
It is and all turn, add a counter for each other tending placed in the Scowledging Chical St. U + 0 + 0.00 LURCH for mind of ham, add a content for each other section played in the gramped that hank Schade a content for each other section played in the gramped that hank Schade a content in sequences (Stock). 277.

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By I like: +1/+Dumil end of name. You commit speed more than Spok of (A)

Not one polyders make to your mans pool and you 1 No for each or first or you extract in longer appearant's growner.

Spok of Man — Side R — 40-40 — Man —

Satisfy of Fell SDE II was appeared. M. Decrey of plains. Each player takes and durage for what plains to lease fit is very, but may per, at the each point for which is prevent. Store Theorem (1997). Six of the each point for which is prevent. Store Theorem (1997). Six of the each plain is set to the each plain in th conductment and disc 1 damage during splace; to its less compoler.

For fir Worrior SC C +++ 10 th VS

Files fir Worrior is the larget and spell or other, hus Worrior, 3/4.

Install a Desport SC + the School of t wheth 1/1.

Authorn Steinmeil FW R +++ B ++ Million parts in the play of the form the play of the form of the play Tentes

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Wall of Copers: SC (→ m)
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 Do Time Wall of Cope

以及46%的 LUR 46-56 DUCTO W

06,46 To X cretime.

Word of Command LU



With over 1,100 creatures in Magric, there are bound to be some clunkers—and there containly one. These are 58 chalues that do NOTHING, Kill, diddly, bugkes. The most common variation is the worldless $7/2~(10~{
m of~fermion})$ be exact), which is represented in block, green, and and white, but ales, not blue.

Wintched, The SC I A SEC III SEC III SEC III SEC III SEC III Alber context, take context of all contents blocking The Newtonial Lase context of such context of Sec III sec II effect least with your restructions, 17 1.

Youngmath Derive

Ryling, first price Outing your spicery, scattline one of your suffects or Tryugnath Derive least and diver 2 derivage to your 3/6.

Fortile Nature

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Enchant Enchant Enchant Land Employment

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Autid Stein SUR R +++ US Destroy of Functs in plop
After Storm
(6 U ---After Storm (8 0 --- 0 0 0 HL56)

No common spaths may be next, they one may pay 4 life to buy Storm

Air Bearman U. V.A. 46. 56. Thing: 4/4. Fining, 4/4.

America SDB U every community to the Lockyot recognitive for hard. Target discrete all maniferations.

America Recollector BN R every community to the Lockyot recognitive for Recollector Recollector and size size, size, size, social or fair top ten control of your form, friancement control of your fining of non-library in any artist. If American Recorded providing to the Lockyot of the Lockyot Vargati player drawn 3 conts. Animose Animos EA Figure payer within a canal.

All the Market Resident res 1 00 15.5% WL WI. Thing, 7/4. Building.

The each point of florroge clare you take from sarger crustum, Building does a pant of correspond contracting to extensive to contract to the contract of contract to the contract of contract to the contract of the contract to the c Heirg 2/4. hlessberik 7/4. Benthis Engloreta Piùs mile and coloriari de apparent cardrals. Il enchanted creation becomes High strip and a state on apparent carbon. In source we conserve and popular discussion as used.

Singling Group

For do the during updang or beny limiting Stock. Sain council of regree seconds, which points (1/ + 1).

Blue Bennected Boot. LURAN LECHLAG SIL LSUR T ----456 INS. Deep three conts, then put any two conts from your hand on top of yo Broay in any order. EN U ee *** M (U) . Green greatures require an edifficiant (II): the contraction of 45 find two bistories U/2 1/7/2
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Greate Power

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Steem Court SC 1944 W 15

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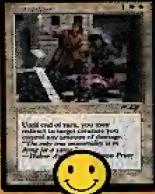
Whosever Denom Fights Mould at it blacked by a creature. Openin Fights and first meature photos out. 171.

Denom Fights

Front may be not unoughoring their prohibles under phone. Each marighted makes of a crisis filed to they pay on additional W during his or has optimite to what phone filed makes in the phone.

method's contributed very year or a method field substitute of the Dead St. (S. 1) and specific contribute of the Dead St. (S. 1) and specific contribute from year grown year from the play. That contribute may have a block contribute from the Dead St. (S. 1) and specific contribute may have a second of the play. That gomes is former to the Dead St. (S. 1) and specific contribute may have a second of the play.





City of Solitude vs. Mortyrdem: Civist Solitate is the key and at Presilioom. dacks. Why? Drue it's in play, It's gently much impossible to slop your opposest from Prosperity/Bloom/Drain Life combo. To prevent your doors. of ecoepes in respectively (205) the City, If the Depth Life comes, you'll still be oble to channel. the damage to one of your

Counterpail thi C ***
Counter torqui spell as it is burg and.
Counter torqui spell as it is burg and. Contains Band 20 C + 400 LUBATh
Except Contains goes to the grounded, do damage exposing creature's
Exceptions to contained.
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Homoral general 4/4 is it has 1 consists and 1/4 is it has 3 manters. Remove all duplies which there are 4 majoring or floramed 2/2.

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Flying, ferransia. CD: 40 - 7/4.

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Manifalk Traders St. C. et grave W. M. Miller Manifalk Traders contest into play, drawn a cont, then discour and discoult a cont. 1/2. ij. CULto Gold control of recoil self or green creature. Alter Prayers of Louis Floring - St. W. Mild Decome philosolists. 4/4. MS.



. Moctamed activities are clearly prolated in the land of Dominaria. There are nino "Night" cards, including Blanket. of Hight, Greed of Night, Horbinger of Hight, Night Still, Nightmann, Shirman Right Stalker, Spirit of the Night, Smends of Night and Winter's Night. If you're looking for a little counterbalance, a little's all you'ld get. Holy Cray and Light of Say are the only "Bay" words.

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Steels vs. Sands of Therage When's the best was to rocola a Stasis dadk? Beat your apparent of his own game. He weats to skip united phases? No problem! Bring a Sands of Time. into play and segate the offerts. of Stosis. You're apparent will become so confused that his head may explade, and that's good. Fewer Stash players means a batter world for as all.

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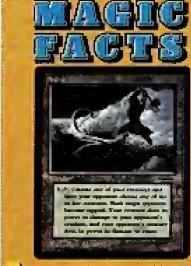
© © © Grav Wall of Warder +1/4 and walls if its attack 1/5.

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Wind Donate Title Hand Dealer St. 1, and the second sec Assembly por rying, 17 lbs. 8 ++ bb db Bester 8 artisting produces artife end of combin. 8 consol be graces than the mention of money-regard brokeyay routed. The modules' combinator may pay 40 to 40 for each continue to present a large best eyes.

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Miss out on your chance to get one of those book promos? Well most of them have more readily available replacements. Er, sert of ... There's Triangle of War for Avena, Firetty for Halothei Dragon, Troibliceer for Sewers of Esterk, Chuis Toad for Grant Badger and, urn, Anderst Tomb for Mono Crypt. Hey...we didn't say they were perfect.

rS. LE, CH HŚ. 6/5. Битей Колоново On amortis. Armon Armor and change calor it protects against. X equals the number of coverers.

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\$08. U. ** Grands Bleet. 2/1. Francis Dept. Rangogo 1. 5/4.

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Grindstone vs. Good's Blessing: Nr. Yuck knows what he hales, and bebatas Milistono decis. Brindstones have rappe in avea worse--now you can get bosed for playing a muna-color deck. You don two that flown posée down with a Good's Blessing in a real piech, you gan't even need to be playing. preen to use if, although your opponent will turn green when he discovers it.

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player with the reset life. 2/2.

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SC R → MACH 5th
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Excispropts +2/+2 will and of hard if excitated as a blocker. 2/2.

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SC C → MACH 5th
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-marriage of baseds you resided. (7)
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-marriage of based on the first of the second of the 000 During Royan's Jupkeep, Princil Order death I demogram that player for each newhole tradition. See See M. R. Ademograms See M. R. Ademograms See M. M. See M. See M. M. Se Constant SC C → G → M.

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G → G : Empet land Seconds a 2/2 point drockers previously. That land the content is brack 1/2.

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Facili Sponstantal Start Broks. 1/6. Agreement ordered contain the byposite ordered contain the byposite ordered contain the personal track of the byposite ordered by the byposite ordered USP ENDINGS A larged reaction gase, to the growyord fits turn, gat a unation bein that growyord does by into play under the control of its owner. Section a level to search your liberary and put a basic land into play. Currenp.

TM 16,0 Serverovered lensineds, 1/2. Divid at Solidari R 44 Ø, 化中央 (U. S. All recent producing lands new produce colories scare.

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(C. even gradual S.C. (C. even gradual scare) 45 WL TM. If Misser
All will sate and lands come into play happed.
Although the sate of The ranges of the first state of the control of the factor HI Wi HL 141



How many Summan Trads are there in Magic? Here's a hist—if you were making a ladd dack, you'd want to include tongle first, See Troll, Sedge Incl., Skyshood Troll and Uttaden Trail. So what's the enswer? Four, See, the Shyshraud Trell is a really a Summan Giore, which makes about as much sense as the Gabilin Rock Sled being a Semenon Rock Sled.

Dering your department of the first and you draw to all players. If that and have to all players. If that and have been the first and you draw to all players. If that are the first and Country transport artifact effect from industries and software cost.

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Do II deprenge to controller of target controller fluing abuses.

Monorcolle SC C +++ (5-46) Nor Homesofe Teargle, 1/3. 以及4636 18

90 (*** Sancargavola, 3/2.

Whiteaut BG U +++ did African control of the second of the

was break file of the state of

throng, 1/2.

In the free from SC R +++ 後後後 H

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press creature gains protection from Black and the red of Nov. 2/2

idin SI R +++ 4 4 4 5 Steel on ordinal, 1/1. con BS 1 ++ ANL CH Alexand Processing Processing Section (1997) and and of two. NO. a: legarell 1/1. Allica's Terrer

Logic Actioning comman gives + // 1 till and of hars.

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You cannot be restored below one the due to damage. Q/1. HL. AN MA. All blacking creations get find timbs.

but Party

K (** All concentrations for the second leading to Degramman St. C →
 Degramman St. C Destroy oil white permanents.





Thing 1/2.

Recycle vs. Stuper: This cae's almost too easy. Recycle is a very potent cord, but with a significant weekness; Unless your powonent has some other every of drewing words, discard effects rompletely screw him. So leight ecological awareness. Once your apportent tres to get the modified going, gick him with a Stuper and ematy his hand.

Winder's Brisp Desage toget lend. Walvesing Fork SC 0 ---05,5余 444 Romonge 7, 2/4 Wood Elemental Signification of the state of 區 RED Adries Volenna BYS (* 🐠 LL, Ed 15

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峋 find Micros Country on contrast as it is being con. ADR 5% B. Scotles on artifact: +2/+2, 1/2, SON 0 Investment See 4444 1/2. After finder and set of the control When Reigh under play, containly discord a said or buy Hords. 5/5. Bestal Fury EC (+++ &

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HS C → □ □ □ destination with 3/2 MS (even the M) My Inget of subsiding a blocking a setting gets +4/+0 with end of two, disting the foreigness.

BYS (even the M) My Inget of t Installment of the state of the Hagardan Restrict S. Common S. My A Regardan Restricted is put into any growyard from play, in death 2 damage in loope sections, 271.

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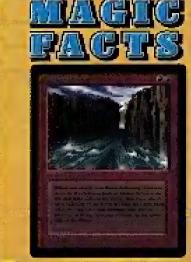
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A couple of months ope, Work terratord Reging River. making it on enchant world. In serre ways, this change is: very significant—it's the first trive they've charged something as tundamental as a card's type (discounting All Horlow's Eva., which was rearraly correcting a mistake). But for play value, the errora doesn't change a whole list. Even before the enote, it was ruled that two Reging Rivets just. mada ana realist long river.

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Section February Engineer Land Engineer mark

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Formula folder

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Became Frank | 7/2.

Became Foldering V C - BB V V. Describes Rightsten X — G — Y.

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Describes Williams of the 2 to 1/2 to 2 to 1/2 500 R ***** (10.8.4% fb. Continues to play the state of t 4/3. Toget one have gets +3/+0. No offer combines can offer b then have if target strates which by Bernal Flame 500 F + m quick

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Organization. NAS, Str 165 [** 40 Hara . Flore dues one domage to con traget. Catality. L, U, P, 4th, 5th Dephon of ploins in ploy. Operation of the state of the s 14. 14.

The Schwarzsche St. 1 See 19 See 29 S LUR

Buglicate a sensity or lectural just cost. You change the new target. Barrage: 2, 4/4. 6N 8 ----1000

The Devote of Service of the Service of Serv **M.56**

Service a score control notation to have contrained and not develope in contrained that have been selected as the best selected to the best selected to

in Balow Bigain St. U.

de Gains Byag until end of nam. 1/1.

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Regulation

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Socred Maso VS. **Ather Flash:** The big dash those days is Meso-Eraft. Throw e Wild Growth on a Plains and ese Socied Maso and Earthquit te generate un imbrira pagosicombo. The vesiest way to stop rbis combo (gkgy, so i Disenchane is the easiest) is: with Ather Flosh. Then the only things that will be socied about those Pagest are their formballones.

Though land is a basic womanin, of Golding gain +0.7 - 2.

Set for Characters SC C Scall con Goldin to represent a treatment (V.2.

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Subject Name S. (1) Subject to the Supplies of the S 独方面 Galdin Generale SOR C 444 Common o Sodim ty-deal S character to a Regist. Solida Generalism. SC 8 44 FE 2/2 Cables ting All Cables pair remarkshooth and +1/+1, 2/2, (b) I ++ til 400 LULLAINSM The Electron parameters are +1/+1, 2/d.

If the third the FE to the third the five parameters are presented by fiving unit end of the Class you registrate transfers in presented by fiving unit end of the Class you registrate are not presented to give so, the end of the fiving coin. But toget occurs if opported who fiving.

ii sees Thing or +0/-1.2/2. Growing Systems
M. crack are less flowing shifty. EW 胨 纵观46 became and abilities requiring actualism and cornect to played during contest. Hereic Figure opposed on a sintenspell, his or sile loses 2 life.

Therefore magel opposed on a sintenspell, his or sile loses 2 life.

Therefore is the sile of t 540 N Starcy on profit and by summaring schools. 1/1.

of their

first droke. ⊕: Imper decal part first stake and 1.2/10. If dwarf leaves
play the ham, bury Heart Wall. Has only at beginning of combat. 2/2.

orth Charm (NS), — up "/S
Decree one—Decreey respet profest reactives; or oil citacking scentimes get
+1/+0', or respet secretice with power 3 or item or unblookedde this text.

(N 2 ** up up

With the cost of each conduct, decreey all constants that blooked or each
Recreed of the land. Notice for turn.

(b) 0 → 0 ⊕ 75

(c) → 16 m produces control black controls you control. Notible controls grant of black controls you control. Notible controls grant black control unless five Land offer pays on additional 1 life for each blacking control.

(c) ← 0 ⊕ 1,0,145,546 5/3 Heat of the Legie 91 Halling Cyclept career block 5/5.

Halling Cyclept career block 5/5.

Laboration St. C. 44 中華等 人民共和共和 2/3. 7/1.

10 Per de Parison

11 Bullion Stranon's por lare any oppreyed from play, each player choses

and burses of out the service commit. 2/2.

11 Bullion

St. R. → All, 4th. LE: Sign R +++ could be 185.

Choses angel produce. Inchapture may be fill for rainfal all from outstruct. The beginning to the first a legislation with a legislation of 0. Phonosting in two order, each place may map the legislation for the legislation for the legislation of the legislation of the legislation of the legislation outstand in the contract. High states the legislation of the legi R.Sen Torget concluse control by bjudged by less than 2 produces. 風器系統 場名 La three damage to any raiger. Districts may not regard De 6 éarage lo all players and all produces. Bury all artifacts, creatures, and leads © Top a unaversated lead you control to give Book +1/+1, 3/3, seem of the Book +1/+1, 3/3. • This and larges do their power in durings to each other, 3/3, and 6 feedback. per of Booken SI C **

3 - Instrument leads reduced and of them. 1/1.

Lead Manhard SI U ** To come the control of the control o DVII. Give all your Kabalds +1/+0.1/2. UG Typings, During your uplanes, if you do not cannot be focus one Booper of Baroline, Racker, claims. Schemage to you and artists the train of other.

If a 1/-2 and and of home. 3/5.

If a 1/-2 and and of home. 3/5.

If a 1/-2 and and of home and are fine and do not observe to any layers one should at and from hand at any fine and do not observe to a proper of his choice if the train document of a land.

If a 1/-2 and a 1/-2 an 800 Land Storm deals 7 damage in wath of setting countries or 2 damage to each bledding oraction.

Why (--- the Belliothing Blass decide 4 durings to imperference or player.

White Blass decide 4 durings to imperference or player. 1,0,8,4% The policy of the property of 4/3. SC Tes

Topic of the Repetition that he player? Conditionary presents that flow the third products an ease a soon of the named type.

See that he had products an ease a soon of the named type.

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St. C

(Connections of the control of Magg Consoligh cannot altack unless you have suggestedly cast a section spell this turn. 2/2. spellatis lum, 2/2.

See Research

Secretion function function dealed I demonst to through oraction or plays. 1/1.

Secretion in Soldier Research Secretion (Secretion or Soldier Research Secretion or Soldier Research Secretion restaurant pages 3/2.

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Research Secretion Secretion (Secretion restaurant pages 3/2.

LULA 6,561

1/1. 90 in Gentle (eee Maustanwalk 1/1. 50 IS, CH Powersinesk, protestor from white 3/3.
656 EN R ••
W &
Horrityag autries de not arrapulles frist correlles pays 2 for each Decree Considering and the property of the pro Whenever any produce blocks or is blocked by a creature with lesser power. Although may produce thirds in its followed by a constraint with leaser power, desting the creature with the leaser power.

The latency represent by destinated the infinite domains or sample power.

The latency represent by destinated the infinite domains or sample power.

The latency domains to destinate the latency of ©: Departuries deals I develope to target concurs that was demaged this but 2/2.

St. U • • • • Dist. 2/2.

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Obt Section 1

Obt Section in Librarian

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Days

SE R ++++ spill(3) FC,36%

Frample. Earl Land. If exponent has an integral section of power grades

fram 2. Earl 18th constrains of power grades man 7. 6%.

Followed SE R +++- spill(3) FC. 6%.

Followed SE R ++-- spill(3) FC. 6%.

Followed SE R ++-- spill(3) FC. 6%.

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FYS C ***

Fig. 6%.

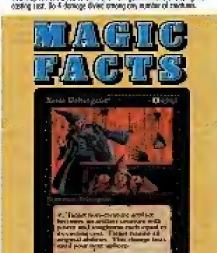
Fig. 6%.

Fig. 7%.

Fig. 6%.

Fig. 10%.

F



____! Which color knows its ABC's the barr? Black is the "easy role; that has at least one could for every latter of the alphabet, in fact, it's been that way since depends more eat. The more obstacle letters are filled out by Guagnite. Year's Polyspeist and Yawgnoth Demon. Red and White come close, missing out only on "X" and artifacts increases this part of "0."

Emografia Migriand St. I -- 4:40 (Migrian)

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Embeddies. 48:41 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- 4:40 -- Characterism 2/3 1 → 2 → 3 → 3 H (1) Characterism 2/3 1 → 2 → 3 → 3 H (2) Characterism (with all the paper and Bury one and put a -1/4 counting on the other. That apparent allows which counts in barned. Facility of the counting of the co Filtre 2-7-2.

This chart is the property of t ing Theodor Add X demonstrated my very yet theme among one provides of longit contract conf, in physics of longit contract conf, in page 100 to 10 If Rock Egg goes to the growped from year, you get, a 4/4 Rying and opening of mid of turn. \$75.

C ++ direct
Figs only. \$70. hii) Souther Land Service and Common of your part of Section Factor and Common Commo DA Shadowstorm deals 2 demage to each useruse with shadow per MS (+++ 0 0 0 0 LUZ-HILLASIANA Destroy target orthod. 500 | 444 Navy oil orthods in play, the Brease, Byong &: -1/+0, 5/5, 50 LULK 4张S称 From \$\frac{1}{2} \cdot \cdot \frac{1}{2} \cdot \cdot \frac{1}{2} \cdot Schen, of the Filiam SC C ++ the C C 46.

G: Add G to your mone pool. 2/2.

Service Cothologyer may only or top one overtake during union phase.

Soliday of Fortune SC C ++++ the SC A D. O. Turgerplayer shuffes his library. 1/1.

Selbeters

PS. C. ++

Telephore

PS. 15 Bestron any one land. are Spirit carnot be blocked by Syring contracts. (71. М Torget continue content black this text. Decay a cool.

Subtreamous Special SC 2 ++++ decay at School Acception from rad. do: Do 1 decayon to each scortlying seasons. 3/3.

Subtreamous Special SC 1 ++++ decay at School Inspecial School Inspecial decay at School Inspecial decay See Ans. Leace 9 SC C There 40 MB Throtop Secretary Secretary Indiana Indi

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Description				

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North and Clave Fig. R + 19 (20 Clave Fig. 19)
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See Sec. 19

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When any player complex, dentity all companies must be set that den't companies must be set to set the set that den't set that den't

Typing Sun terrors and Sun to France St. 1. *** U. **

Trough, Any black has construct in contact. 4/4.
Unicate final St. U. ** O. ** ш i, i, k, n; i

■ : Begarnegtes. 2/2.
Varchild's Crutacias

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gry destroyed and correct require 6th, D/T.
thus University SL C ***

Allowing Delicans St. C = 0.44 to 0.45 to 0.45

Akaren Legionachie, 5%, € + ★ ★ ★ Cli your nervertheir creatures, unite Legionnium Mich WTXX, E/4.

铜粉 His fair 50 Li nee 🐞 65,5 de 18,6 Il Kop, ly fair iy, dipatropad in combat, ell dipatronis fallected or blacking Mau

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First table. *: Pager premise gates that while such and off the L/1.

First table. *: Pager premise gates that while such and off the L/1.

Will be a pager excluse and put of 1/1 while Figing causage into play under control of the pager of the L/1.

See ** US.01.5**





Thowing Glowers vs. Distourd Worm: The Gladak is opply named, 'wide in the time it takes to play a game with semester using it, you could flow a 16-bz. shok Marana, Stook, Had enough of string ground while your appointed hants through his deck and then tokes on hour to statile? Pipp a Dinkow! Water lats play and pour apported will think twice about bouting, et, working your time.

Historie Sondarder SC U → G → G Uniforadity ammoning sidens. At the end of any hard, whom Sondarder to owner's hord, 4/2, Historie Worter SL → G → 16 AG Find the Montree St. R. 1999 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 -MIG Mi 18 城鄉 (meturn Masked by Wall may not smooth excellent, 1/4).
Vial of Earth SC C ** (0.0) 16 D/A. Wall of File 人制度相关系统 ■: +1/+0.0/5.

Allehenter Drogon SC R — PA — SC A — Scholler Photogon S put into one grounded him play, chaffe Moderner Drogon in his present il Brain, 6/46 — Brain 15 Art. 5th MG

Angelic Tokons

Bit is new to the time to rects Wall Toppet and may now 676th. 185 (*** M. Neu λů LEGISLANDS American Regions 74.

Flying, 1/72.

Army of Allahi.

1/2/-3 to all attracting continues with end of term.

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All Inspirit recursors and a fell of tell of t glay, Sanifain Aust of Silvine, Decrey toget without an authoritement.

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Anglideant Areastan.

See a see a see a second via write conditions goth phonocents.

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* Ind LUI NABISS Gom 1 life. Contrip. hilyesing + +1/+1. Lautath. EC | **** Bleshing Light Southern Doubless. 508 U ** 10 de top at non-white Declares.

Ethnicus Sprint

15: Ending Sprint enters to be seven's hand. 2/2.

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Lend o W,SB DIC, CH 山块种 Toget medius gains protestant forti blus. Broknessis By single in actions may not extend unless its commoder speeds the Coll in Arms. Six Bit Coll in Arms. Six Bi 000 405 506

Curio Piguzas SC C + Plyang, Caratria, 1/1. IQ.46.56 **LUCATURATUR** Displaced Protections States (34 (2 man displaced to the protection States (34 (2 man displaced to the protection state (34 (2 man displaced to the protection state (34 (2 man displaced to the protection state (34 (2 man displaced to the protection states)). The states of Protections States (34 (2 man displaced to the protection states)) (3 (3 man displaced to the protection states) (3 (3 man displaced to the protection states) (3 (3 man displaced to the protection states)). The states (3 man displaced to the protection states) (3 man displaced to the protection states) (3 man displaced to the protection states). LUKATUASATA LL及470.A.56,7M LILEATH, ASA, TA Destroy all Max Countries in page.

Destroy all Max are destroyed. Anyone may per 1 life per land they with to some.

Destroy so Yes.

Destroy to Yes.

Destroy to the forty Maxies. X.

If tilled, Owen represents unless exposured page 1, 1, 1, 1.

Clarification large.

Fileng, When Countries topic comes, into pice, destroy target anatomisment. X/2.

The Countries of the Countrie DIC. 19. TM. Call Scop

Cit (4). Busing each player's uplicing. Call Scop close 1 derinage to that player for each summarizational land by contact.

Combact Heads: St. (++++ the text) © © Provent I demage to a player or dractum, 0/2, sensite land Consocrate Land Cooperation to longer course guine banding. 1. 加尔福斯 5法 Bretation from Mark 1/1.
Breath Word NS C ++ Descrit Word
Regiments toget coordes.

Belt of Loyalty
Regiments toget assures. For control of the original section.

RS C == 10-4

RS C == 10 This representation is a second process of the second process of

Gain 2 life if you skip your dave phose Destroy Festing if you show a confi For any section or white it has been in play for 5 of your opiosess.



Duick trivia: How many ways can you lose a Magic dual? The prewer is sever: Howing zero or less life, inebility. to draw a cord during your draw phose, taking 10 passan. counters, conceding to your apparent, foiling to win the game the tern after costing Final Fortune, having your likb removed from play and, last but most humiliating, lasing

EC As long as you control of head one other control, without a control control to be long of spells or effects. If control is white if gets 41/42.

Featural Haster SC C ever gave Mile (#: hoverd 1 damage to any creative or player, 1/1, and langer 50. [**** ***** 86 **P** 1/4.

Feativel MS (--- + 0)

Opposed any not what the two, they dering appropriate sphere.

Field of Soals (--- + + 0)

Whenever a controller produce is get into your growyard from play, put on Seasons with França play. Respose (// swite control with França play. De Controller (--- - 0)

The good Brimstone MS (--- - 0)

On Alderrage to target plays and do Administ to you. May only be deal if not your grown in the produced an other franca to you. May only be deal if not you you grow the feature of the man of the feature of 179. prison brights 27 1 +++ 25 th context 2/4.

English Brights may black up to two creatures beth context 2/4.

See larger creature bending will and of two. Contin.

Fortified Area Freegood February 50 C 440 VS. For each und in your head, gain 2 the ph of take BK (& Įķ. VS. LE 15 Cap 3 white destinate year control to dischary target cleaners. 2/6. Hence's Castady.

 Eli R. Hence destination of the discharge of the discharge destination of the discharge destin Homerable Pessage PG II was QUAP
Proved all desirage to you or larged reactive from any one names. If their
reactive is not photoceally frequent stands to the names or carbolist on propert
of desirage apical to the present of descage provented.

Height Clauses MS C was W VS
Clause cone—Target creature good rest stales and and of term, or larget
playing goint 2 life; or dealtoy forget load architecturist.

Hardelly III Heart QUAP III
Such operate Rose of abbition and its or 1/1 controls.

Reference to the control of the contro Part o layelin counter on bandiness when cart. (#1: Bettern the states deal 1 demons to any larget, 1/1, but the #1 demons the demons the states for demons the first three to be the states and the states three three to be the states and the states three three to be the states and the states three three to be the states and the s 15

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Art Arthur Grenner Cl. Current Body : ...

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Ses Found

g u i d e player

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the force cannot the fire only which a contract it put in the precision play, and only one list each a course put into the previous.

James Section BY R + 00 + 0

Ob 2 life. All demogratical is a community you control is reduced to 0, broadwardship BYS U + + 0.4 brodiser dility PS U ++ 0 + by Bytosh dr. Revent all disrects to you have some course. bron Task Bopherin St. U -- 0 + brongle. 3/2. TAI MG

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transport of 2.1.

Figure Section 6.5 R •• B •• B •• LLR,4th,5th

Figure Section over card dering your decemption, only fiying or claim healthing programs may offered, you self your west furth.

Figure Section 6.5 C •• B • B • William Choose one—edit creation get - 2.7 D autiliant of furth, or prevent one dame.

code. 3/1.

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Dispert threat if no speck of that ratio to implify.

Author Order Adversary SC U +++ & W

If Adversary is underpeat, oil year years determine gen +1/+1. 1/2.

Applies

El U +++ & W +
Applies Justice Bit O experiments get 1 / v 1. 1/2.

You county will be during uplace. When I not got in creature deads forming souther deads forming to the effect controller.

Source Bit O experiments of the same company to the effect controller.

Dering south object's uplaces, he lakes 1 domage for moth meaning the controll. Recognized the facility of the controller.

2-73

Beldelink Recognized to the controller of the controlle

Settankul Ranger

(b) + 1 One green creature gates first table and and of turn. 1/1.

Eng Selvicese 44 Ø: Bestray longet Dijan or Brant. I./1.
set

Fig. Secting larger bymnon a part of the State of the Sta Kalduran Escott Banding, 7/3. Kalduran Gusta

Banding, 7/3.

Kjeldenoe Gestel

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Highwaining likes NS R → 40 m N.

(See begat creation first stake with and of love, Contiquently Reference for the state of love of l

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SUP R exp. (0.46.46 M)
Represented which are resulted as a far.

Reduct to target detective year control to ground of decrease will shall all talls.

Coll Entrol to Type 1 and 1 a

WL 86

Mano Pegonei Ryng, bands, 1/1. Wirech Welker te

VS.

LE:

18 IK. 4th ľm.

Grider of the White Schold SC I were thin (Scholar Scholar Sch 7/7 Pogoset Rolugh CAT Carlogs

See Calcade and Second or and Pair a Regroup taken into play. Testal this makes as a 1/1 white protection with hyter, send intermediate.

See Carlogs See Carlogs See Carlogs See Carlogs See Carlogs See Carlo Personnel line according 50. If with the country (LEO) (S) Single Owner and profession are proposed of decreage down to invanishing the first line line of the country of the present model and country of the country o Personnel Total multiple Piety
+(V/+3 to all defending overants until end of ten
Montes Planer Earding featurity 1/1. 04,46,56 chases color. Prisecule, Visual dissert other.

Writtend is Ward

Choise a color when frame for Ward context allow, All distingue death to supplie another by sources, of that saled is related to 0.

People or the saled apparent Silbiton, to oil objects, if it is a local, gains pain for that opported then buffer the fibron. Conting

Planation.

Planation of MT R.

Charge the saled of one is said being played on a play to white.





Vempirit Teter vs. Foreshadows Grunted, if you know how to use a little. properly (i.e., in response to your deaw? this trick doesn't work, but mest people don't know bow to est a Talbiproperty. And hey, with Foreshedow It's fun for the whole family! Think you can guess what and your opportent was going les? You get a cord fiyou do. And ri you cen't? Who cores " He loses it arryway.

Forums, 1/1. Statis Chapters X (--Bending, Temple, 2/2.
Solds Streets

p. 46-1 Streets ... LULIAN You one they are present as a first and the said a basis and Three goods comed by played.

So it was to the

cond. cound be played.

Deadle are the

\$\phi\$: \$\phi\$ as \$\phi\$ and of the \$\phi\$ as \$\phi\$ and \$\phi\$ as \$\phi\$ a

Sets Found tind Cit Balling Class Kind Of Noting Cost fird (I letting (ant Sets frame Ses Found Description Beschmen Teferi a Honer Beard SC Rocking, (# 40): Prose not, 2/2. Teremos Gridin SC TAI [] 444 **VS** 维卡 縣 Ronding Hyung, 2/2. Thumber Spirit 14 80 哪中有 16 Flying, from trible, 2/2.

Takin

Samath your library for a photon good, if you proched forwar looky than tought specially a photon good, if you proched forwar looky than tought specially a photon good to the manife your hand.

Broads in Consode

All Eablier and destroyed,

Broads Consour

Butting your options, part or marks in Trible Consour. (B): Remove 3 destroyed,

Trible (Samons Look)

Bitting your looks (Consour to uniting a force form). (B): Remove 3 destroyed for the photon form to the form of the Byon, first stake, 2/2, Jahan Lancer M. C. Sheeks Fred strike alternativation, 2/2.

4. Sheeks Fred strike alternativation, 2/2. 4.0 TAI 746 Protection from block, stration 2/1.
tert from 1 SC U see 346 Sulters Prior t Production Form and; shinkbur, 2/1, tent Tracesa SI C ex Production from set, statement, 27 c.

Saltan i Toughan SC (++ (i) + (Reprised to the control of the contr HL, 5 % Hach plane may flow up to two conds. For each and less than two the player of thest, player gets 2 life.

Tundes Workers

SC C ++ ID, 4rt

They stills 1/1.

Undiverse Life. lighteen Avergen Plansedt, 3/1. 1, 1, 2, 436, 516 Blood of Savel ET C → C → MB M AG

Full bridge of the C → C → MB M AG

Full bridge of the C → C → MB M AG

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Full three of three of the C → MB M AG

Full three of thre Óπ Strand Defenders 50 0 --- 6++
When Smand: Defenders comes into play, gate 4-life, 3/4 Word Inchest St. (**** Children St. () (*** Samete Hanler SC (1 444

4. Revent I damage to any taget, 1/1.
Savagraph Liches SC R 4444 LUI 4m,5m Which Advanced (kingeons & Disgots thattatist dess th of God Bury of operation play. is the reast welf-represented in the Magic cold agrees? It Buty all destructs in play.

The processor delecting player counts gets (4) / 10 umil and uf name. The processor may block upon three destructs this two.

Ploblish Commander: SC D ++++ (0.4 million of three, 2/2, 2 million of three, 2/2, 2 million of three, 2/2, 3 million of three, 3/2, 3 million of three, 3/2, 3 million of three, 3/2, 3 million of three of three of three, 3/2, 3 million of three on a faith. All other (atthree get + 1/+1, 3/3) should come as no surprise that the enswer is "warrior." There are 15 of them. In case you're keeping soon, there gua rikin seven priests, five impands and two logues (the elephone and skycopitale, od cause). LANDS Administration 1981 is well to your more post and natural formation (i), this discrete feet by your more post and have 1 decreage. (ii) Add (iii) to your more post and have 1 decreage.

All your presidences may bond with other legands.

As However howevery 1981 is a set of the post post of the 1 decrease many bond with other legands.

As However howevery 1981 is a set of the post post of the 1991 in Grand Well 1972.

Six of your creatures +0/+2 until end of tens.

Six of your creatures +0/+2 until end of tens.

Six of John 1972.

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Six of John 1972.

Six of John 1972.

(In the Control of tens PA End-BANGE NS bedget NL bengan SC Surrain Curray SI Survivor Legeral SOE Service ART Arthor Courses AC Arthor Courses Clic Current Courses El Carlos factorio El Carlos Lord El Carlos tracas

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(and the to your mana pool. ◆ Service: Add the to your mana pool.

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Marrier of Shedders They could be suffered to your matter pool.

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Gestin — Principal II durange to cary creature,

Periodal función — U → exect

G. Kold — to your moro pool. — Malan target 1/1 courses +1/+2 antil

and of Nation | (j.b) | R | A-44 | (i.e. the play happed, 40 | faith and solutions mand to your more seed.

Coming this play happed, 40 | faith and solutions mand to your more seed.

Add 40 or 40 to your more peed. Fine Bornand shells | Command to your more peed. Fine Bornand shells | Command to your more peed. Fine Bornand shells | Command to your more peed. Fine Bornand shells | Command to your more peed. CER - STEEL

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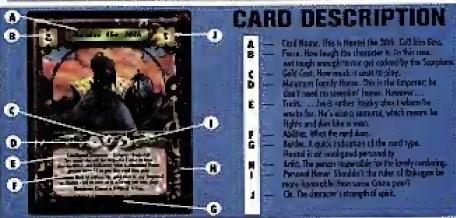
Preview!

XFNA Mini Game!

On Sale in February

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L5R: Scorpion Clan Coup

Full Set (154 cards) The number in the card ratity changes which scrall (expan-sion set) the card apparation.

ACTIONS Description

A Greater Dealing 0 3 in Recordor, When one of your Bolean Percondition is calculated to be deal togoth. 蹊 that Personity Impact makes a number assays. The Personity is shalled tota your Byeauty Deals, and all consider rands and tokens are descrived nomially. Dely one if Biograp Destiny may be played on a Fernandity par-game. If the Personality has been overlayed with an Experienced Version, us the magazinesid varies uside, and rejain them if you being the experi-

aread version back into play. A Sementi Kever Stands Alban Battle Furnism. All of your Personalities at this beater gain of furnithmen report. to the number of players who have units in the reprinting extra

Semand's Revenge Limited Grand your Personalities with a Personalitional greater than pure exts a permanent + 18/4 IC, but has been been reconstructed greater than two permanents, and commit be recognized.

A Western of Traffic.

Resolve: Play this each when another player fulfills the produces for parting an elemental ring late play, but does not do so. You may get that ring into are your hand, but you cannot use the benefit offect for that ing 0

Arrival of the Unicores Opens Continue and of this term, any Country unit excipmed to article or defined during an infantry easignment phase, gains a 1F barus to the fresometry leading it.

Eshird High's Shadow

[arrive: When artesting units one essigned to buries this term, they are of

[arrive: When artesting units one essigned to buries this term, they are of continued that does not an extensive in continued to the top of the section of the first of which there are made they before any extensive one return for the floribustics, if any illegal exaggrants are revealed, all mits in that every one returned blacks, bewell, floyers may use a single continue. specialit each our until they are furned up.

4 Defenders of the Reaky Senction: May when one of your Provinces is about to be destroyed by an

result. No Proviocas del distroyed by this event.

Dislayery Desired Onchoy any one estainer in play. Lease 4 horns. Firm of Betribution Bemerité Reaction, ploy ofter a spell effect is produced to distiny the spell rant flemental Reaction play after an inner ability is performed to give that shaperip a 2X wall the end of the turn.

ħ Policinal Lambach Class control of one of your Personalities to another player, cutil the and of the game.

possurem

United the of your herometers challenges confine Personality with an
engal or higher children dark that cannot be refused. Each freecouply recept
freech associates once it possible. The lower of the due is debroomed, but not
descroyed. The winner of the duel point 4 hours.

this Personality is performing a unple thought Artick which is not a spell effect to involve ability, he may make a sound consentive found Artick, had if he does so, both Kongol Artocks one of one less straight.

Kynde Limited Boy one of your fectoralists. Until the and of the game, when



Bearinford Salvandon

The Crab Arrive

regardien of their dal. The free of My English

with this color. The Hazzard Before the Strike

The Secret Entrance

The Undeen Oat

can of this shell is cornelled.

Tago Shidachi & Isawa Tomo's Pariel: Gosti, kni't it sice that the Scorpiess limbly have serveone they can being to Lot that sheeshold that aroundly does something cool? With Skiducki an play, your compact out your. defenders the way gat, word (but) --- god you don't exechave to assign aim to the bottle! Het enough tornel? With the Portel, you ran side amend one of the attackers os well.

God

0

Ralet Opere Bourn togget player's strengfeld, Lase I frame. You may not

Nation from the section player's stall is being moved into a batch with an extract. Solicit one of your Payconolites with a Chi practic than two. Nation unit is also mayor into that facilie. Each Fersonalities may use this conf.

Reaction, play this cost when your curvy or Partianality has Lifted a wright-Personality during bands union a dual. You gain floror equal to the printed from the status and no the dual of the Personality, in exterior to any desired floror gains. You may only play one Deploying of Health per face.

rog to true. Bearings: Casual and one outco token by a player that does not currently

have any units in this bettle. You cannot exacul the extints of the Balander

Political Boardon: play other a distillation has been accepted but before the Right loops. The vetour oil this dust will gain 3 additional honor. Only one thereup's before the Seike may be played per deel.

second process.

Beaution, Piny instructionally before one cuttoms are performed in a burnle cuttom. Piny instruction and mark units in this burdle cuty one perform one cuttoms, including those that somethy could be played without having units in the burnle could be triffe could be the imperced fewor or moving a unit into the buthle.

As all of this part.

Scal of Marcio 9 4 63 Beautier: Pay when are of your Proceedings in about to die during the bit-te action phase of a bottle. Your humanishy is not destigated \$160 (Proceed Home to greate these two end is not dying as a result of an action from your rank. The Personality is decrayed immediately other the builds.

Reaction flow other cooks have been expected but before the resolution of a dual flow framework in this deel on distance of all house for the win

The People's Champion

Receive: For immediately below a player is about to win a Policial victury. The player may step forms done unbowed Personality to draftings that player. That player may except the cholorope with any Petabolish Control to word Perspectives). Unless the challenge is compted and was, that player's boson is enhand to 3?.

perform this outcombusing the ranger player's two

Folias

body

Rettle: Forget a districting block and districting Personality with National in the borth. Pirtie parion is used with a non-Mark, it is considered that Por-sonality's use of National for the borth. Immediately before resolution, the heracolity's force is set to that of the highest opposing forecoming.

One Hores Political Limitado gens que hacar.

Political Distraction This water has a zero gold cost for Scorper and Erane players, Political Little Bed. Love 2 honor, Until the beginning of your most turn, all honor losses pra reduced to pure.

Referred Reaction: Target o Personality instructioning often a patient action performed by the Personality is unsuccessful or appealed. Their Personality is deliverated and their Personality's controller loans 7 forms.

D Reaction play when excipaing a wife to a fathly where there is one or more other wisk is that same to essign that unit or a their peach. This wish may not posture to be togeted by extern until their tile in an exist in that every that one can be foreigned or until the beginning of the resolution photos of ria barria, willichever romes first.

Rabbing the Dead United where one have or spall hars any player's descriptle and others in to one of your Passonities, paying all costs. Them, if the heavy life's not a serverger, he is disharated and countries to referenced. Finally, lose 5 herer, how may not orinous a cord that decitoyed itself.

Stypes to Street Borria Turnero. This terrain takes effect as seen as it is played. All followers of this battle on compliand uncitatived. After the end of this bottle ortion phone, or when this terrain's destroyed, each player's remarring followers, was be created to one of that player's removing Personalities in this bottle. Followers unable to legally attach in this feshion are destroyed

Through the Weterweys Learner Bowle Mayor or Carbon Perturbility to find and remove any one Wall of Obsert University of Districts and process in the second second process. All cases must be poil secondly. Such after your Dynamic last. g. licitari is dragged

at is chapped.

Sings Oper: Torget a Personality and discord any number of rands from your least surprises flows rollers cold up to be greater than the Clin of the Coget Parsanghap. Bow the targeted personality. Lose 2 honor. This author renel Personalina Circumsus argumentes processos de performand during a birmle colon phose.

5 recentant

When Man Stond Divided In Main Stated Division.
This action costs (6) for Scopping players. Politicial Limited: Until the beginning of your most larm, Personalinas comet be assigned or moved into a both file where there in a Respondings from grapher time in that carry. Brailigned. Passonolities are not affected by this affect.

EVENTS

A Risol Deel Orm of your Division Personalities challenges to Unique Personality controlled by another player to a duel that corner is a missaid. The minner gains 5 honor. Five No Som Hond

therithe and all the game, one phagenia may have to participate in a littled that by enotice player if the creating player allows him to but to participate. Hors Attack the Crane

(human any player fleckating yourself). The together player begins on Attack Please against amenter player of his choice. Such of the lamps (player's underwed Persongham that does not castly in ament is discovered and payers a composite feater less. After the final tende resolution, your ten conforces normalis.

138 INQUEST 34

Review

My Econory's Week ness:

Unif the beginning of your next turn, any pitess that destroys a protein as the aborder may say 5 gold immediately in gold an additional principle to eight of that eight made previous. He you may not gold made than one provided in this faction.

Dec Mon's Report

Until your means, phone two turns often this con, players may ignore board requirements on Personalities from their start, as well as any don that they have a decimed alliance with.

The imparied flower is discorded. Sow all timperial cards. No political autions can be performed until the beginning of your next turn. Hantel the 38th is

destroyed if the is in play,

The Country of Desem-We

Unit the beginning of your read events phase, oil Facus and Chi howeves

(and penalting) created by tokers are deadled.

Monk Maybers no natures:

1 +1 1 3 3 C2
You may be this follower to a Proceeding controlled by another plays
when it eaters play. Open Deptop the Jahreens Beacher Unit puripares
the player who put this cond into play may excige the unit as if his conditabilit
this unit, if the players who common the unit does not excige the unit as if his controlled
to copys it is the expecting entry. This may exact in a player with units on
both sides of a bettle.

Stancion House Guest Unique. Way only be stitutied in a Scorpan Can freezenity. This unit is writtened by feet offsets. This freezenity does not feet lets this reduced by effects that include the words "that the end of the ture."

* may only be effected to a Scopian Class Personality, Buttle, Bow. Socia Upon and eager an expecting item each. More respond item one this pessenting if such priorityment is legal, task honor equal to the gold rest of



The Shoets Strongbold of the Suyuchi & Bayushi Shejat Sosz, pa'r & rice that the icomiae chompton doesn' enter play acad engreen? Besides being a haga tacidan Servera, Shoju ntsa gives yaa d tha aprice na switch Jata hands with your opposed torious of bords. Noticely, you'd have to make that disks blindly....b.(). ha new Scorpion stranghold late you peak of your opposest's need as on Open action, book in your Limited phose, altack and swap.

The Feir Years of Lies All Counters, Diplomots, Priets, and Personalities with Political Actions in play

The First Scroll is Greened Each chapeage to pion must either decisor one ottoched spell, or also the shapeage locate 21 permanely.

The Cormic Wheel Spins:

Unit the end of the game, whenever a strike in dictional in a duel, each player ligation for an odd found. faces for their Passonality. Personalities who committees ignore this effect. The World Stood 90%

Urall your events prices two terms often this one, all Jer, Earth, Fire, Vaid, Water, and Wind code are bowed and may not straighten. We player may bring these code into play. All children of these codes, and all elemental

FOLLOWERS

Force (Ib) Report Gold Forus Brains

Acolyte Konde 7 13 Unique. Way only be attached to a Preson Con Presonality. Open: Disconly our

Carrolin Raiders П County, Bettle: Now for a Kangad 3 Attack. If this is a country unit, you may name the continuous bed.

Imperial Palean Event 6 humans to fear. If this unit is assigned to an attacking army, the holose Good is destroyed. The Impared Folian Guard goes +3F while you control the Imperial Favor or have Harred the 28 th in pigs.

Ameni Dotel 2 0 1 5 4 22 Umpa. May only be attached to a Bragon Clas Personality. Busing you find Press you may move any one soles from this personality onto this belower, Livulanani Doini If the follower has less than there tolane and two legally attach it. He was have no effect while they are attached to the believer, bothic bow and desploy any number of tolans on this followin to produce a Ranged Article.

with a steegth equal to the worder of release destroyed.

Steeping of the st When mother player's usin is being moved from a bothe with on action, bew from Solvens: in more thin and onto the normal province. Wearn Solvens: 0 7 0 1 5 4 83

Record Scharce 2 0 1 5 4 R
Datase Aloy only be attached to a Coch Somural. Associare Now this fish-lever sectoral of the attached Personality values the attached Personality is. bowing to posture an action or as the result of an aution.

Hestenani Execut 3 0 3 5 4 Brigan May only be attended to a Lice Clar Service: Best force from sale before this cont is collegeed to be moved into a bestle, choose one for therefore without flowing. This benticotion has all of its effects regated well the end of the type, if this will enter the bottle. This can be done once each time this unit enters a bettle.

Deutenoni EX linions alloy only be offerhed to a Corne Con Sommer. Bettle: Now to preduce a Ranged Attack with a strangth equal to the personal honor of the otrached Responsity

Swamp Spirits
1 - - 4 1 C
Sindowlood: Constant The Personality has it's histered Harner reduced by two while the sworrp spirits are extended.

HOLDINGS

Each Description

Boneshi's Loberinth 13 forthooton. May only be played by a Sampton player. This helding is destroyed if you are even before regative nineteen honor. Court, You may less one haner to increase this Province's planigh Qualities and of the turn) by one, You may not increase this freehour's strength by How their

seven points per turn in this fashion.

North Wall of Otosan Schill Unique largarial Festilization. Lane 4 horar. This Province hour 3 strong homes. The politicism of this Fortification comparise reduced. His duels can be indicted change bothing this presince. During your events place, if you have all four Walls of Discou Lists in play and start in the 33th is dised, you with the patter.

Guerry Date players may bring this halding into play for three less gold. Sow to pro-duce up to five gold. Players may be not be there on the Custon equal to the property of gold problemed. The George and not projected while these tokens, but extract removes one traken. Any exponent many straighters the Disory to produce gold agost to the number of tokens on the Disory, but oil of the below one destroyed.

South Wall of Oreven Light.

th Main or Lorentz Laure. Bridge Imperiol Fartification, lass 4 honor. This Province has a 3 strength borns. The polit cust of this listification comof he reduced, Other Fortilica-tions in this Province current be dechayed. Beaching: Date per turn, consolin Ronged untook of this burde.

Received. Sow which you produce more gold than is necessary to bring or cord into play. Add one storage token to the prochestes. Received Bow and disting any number of storage tolers, when you are bringing a condition play to problem gold equal to the number of storage tolers, distinged.

Agence remissions. In this store, Jany Shagenja that is detending this Province has the chilling. Bushion, Bove this Shagenja to careal and segate the affects of any spell effect or image chilling that is traggeting the curry defaulding this Province or any cord in that every. The countered spell is destroyed.

The Master Painter Reminer, Brigue, Limited; Bow to gain 3 honer Trading Part

Yerhoma's Alliance player may being this cord into play for them less gold. United flow and decroy one of your train, Follows, or spells imply to get one are then. Follows, or spell with an equal or lesser gold cost from your light dick gold gut it in your band after thewing at to your appoints. Reshuttle pour fate deck. Wast Wall of Otoson Units

Unique Imparial Fortification. Loss 4 boson. The Province hours 4 strength bonus. The gold cost of this Fortillection cannot be reduced. Cards commingate force bonuses while they are assigned to strack or defend this province.

Description Agasho's Mirror 0 Receive Reductions Ranged Area's to this Possentiny II he is a logal ter-get Receive Saw to reduct a larged Artes's targeting the Possentity to

Du

Gold

rethin bad in this army. Anaestral Sward of the Starbios

Meapon Unique. This cost is considered to be the Medium Sword of the Scopian for uniqueness purposes. Gain 4 Horar, When carteriled by a Scopian Can Personality, This sword gains a TE/TC boxes for every Score pion files herearchity you council, any other Sempton (for players lose & honor while this item at brought into play.





ITEMS

Political Matraction & all Ulemb 7's arrowing what you can get oway with when you've rolling up a stopp. Note that assessing like the deud. Dr. ist Pris cine, steel o hacking clan sword get home honopih someove's rose, And did we arenton that, for the Birts and the Bugs, the

Divinitory Peol S

C1
The gold user of this cord is 2 for Scorpice Players. Dues: Bow to hock at the top cost of any own stack. fort Wall of Otomas Schi-

Brogan Imported Fortification, loss of boson, This Province has a 3 stranger a. The gold cost of this furtification council be reduced. Spells effects framely children one counciled without effect when performed during a

ø Systilization. Now one charge considered to have a unit during a leatin of this province while this card in in play. ű.

Heathest Drawners Senter: Both: New a sent on your appears on her waitly have from boths, a to have an appears an fallower. Open. New this unit is give all all your Personalities a +1C until the end of this action place. Armer of Chang-Mo. nor of Oranne-Mo +1 +1 3 1 C Also not be affected to Station lands Personalities. This Personality serves be torgeted with Black Scrall effects. Elemental Renovant Instruct of destroying the fraction that this Personality is attacking, you may get the King of Earth into play.

Unique Affect the Degots head enters play, chaose any one item in play findeding unique items, that could be attached to the Personality. The

other in Blacks

If this Personality has already bassed area in a deel, the may how to end the duel without resolution instead of locusing. All from cards are discarded

kawe's Believ Receiver. Now a shapenin you control to consel any action tempeting this unit.

flars (hi form Gold Part. Bintle Sespipilion.

2 Ditto: Wacque, they can be structed to a somure), Beaction: writted of locating in a deal, this Percentility may descent one tells stand. If the locus value of the descent is greater than the locus value are a wagern considered to his appor, the wagger is destroyed.

Obligif Protection
The Percentity may not be challenged or Archushed. (u) Armen +2 +2 4 4 Unique, May unly be extended to a Soussian Clan Serousal Inteches to Shop without gold uses. This Fersonality gains a TF/TC barus for each

Black Scrott in play. The gold cost of your Sepapara Personalities is reduced. by two while this god in in play.

this every. All other Personalities in this complexe, I chi until the end of hors. The Buby of Auchibon — 5 1 67 Unique. United. Choose one Possonity in play to be trapped within the game Bow the year and the Possonity. The trapped is bowed and convent completes until other the game should have on it destroyed. As a fertiled ontolog the controls of the support Personality may descrit a light said to directly the Good II the locus value of the Georgi plus the Personal Horizon of the 18 (41): equal to a greater than this Personality's Chi. The Bern may remain bewelf

Boths: Bow to give this Personality a 19 barrus for each when Personality in

(No and contented to Union Personalities for 2 less gold. If this Perpossibly has the Covery test, he goes 25 from the WorlWagon. A Personalin in the life: Wagos cannot be excepted by Europe Meetics, but may not have followers as other traces ottenhed. The Wagos connect be obtained to a Personality with followers or other shares:

KIHO ACTIONS Feld Fores. Renty Description:

Francing the Lifebland Kito Open: Bow a placywip or most you control to give one steep token to pay bowed hyparation in play. The dead firm that Parsonolity extempts rustrongham, and sleep miles is dismoyed instead. Bury of the Borth

Cho Semental Battis: Bow one of your chaguing a statula in this burde to reduce this province's strength by an emount equal to the Personality's chi the a minimum of sees). The Elemental Bertier have one of your shaperps or manks writin bothly to destroy a forther from at this province with a gold agent up at less than the Personality's chi.

the beatism flow are of pour stugiests or monits when a cord is being part to a discord pile. That said is removed from the game and may not when to play as have an office on play by any mean. Who limited: Bow are of your shapesto or marks to senious a sind in someour's discord pile from the game, this sand may not entern to play or have an offect on play.

Led From the True Both Bits Limited Barwin shapening as mentil you comed with a child 5 or more and the shadowlands soit. Target as elemental ting in play, that ting is extracted to the controlling player's band, Law 2 horror.

Pleasing the Soul Previous Teachers Bow at shapenja or morek you can't always are stored to be performed to the Article Interest of the Section 1 to the Interest of the Section 1 to the Interest of the Section 1 to the Interest of the Sec

City United: Now a monk or phoposis you control to look at a durible of goods from the top of your lice dyel. See by one up to the Personality's chil. You may show one of these cods to your appropriate and put it into your hand if that put's long your plus the number of cods you looked at it less then a request to the Personality's allic.

The Elemental Emiliad: Now a stugento as most you matrid to have any when in play posterophy into a +1F/+1E assesses token. The taken pro-claims no further effects.

The Soul Goes Forth The Bettle Baw one of your chapters or marks in this buttle to distroy any one demands in this buttle to distroy. your horsenality.

from Laminet, Born or shapenja on morit you control to move any one of your Regions to any other of your fravence to which it may legally be attached. Who Laminet Ren't or day, may be a mark you control to move it Region you are barriang into play to any affirm of your Provinces to which it many logarity be smoothed.

Pr. the Beater: Box or of you shapen a marks at this bette immedistuly below producing or action from one of your Personalities who is not at the barrio. The Personality conside the bettle performs the culture of the or the area payeed at the builds.

PERSONALITIES (b) Form Sold Pers. Randy Term Bunadodos

Agorba Marcalco 7 Design Clar Stagema. Bother how there to give one of pice defending surprised to $\sqrt{2}$, terms if there are Shadevilands cards in the appoint a res

Desgée Dien Stagenja, Bertier Bestray ynn teken en Robe te stickjichten film. Die neg be donn enne pen bettie. de bestray ten teken en Robe te stickjichten film. Die neg be donn enne pen bettie. de bestray ten ten ten bestrande film. Die Sommitt. Byrtje: Bow Hart when you may be inten film to the little donn film and the film of the Sommitt. Byrtje: Bow Hart when you may be inten film to the film of the Sommitt.

the coposing own, if then are until in the opposing inter. But I have, the gains I personal bases personally, maximum of 5, do force:

3 2 5 6 2 1

Like Dan Samurai, likeway army beam a newpork of dance attracted from your hand go it is being put into play. Case must be gold normally. Kloska Materihi

box Con Samural-Blooks Letter! 10 12 - 5 5 Shortize Dan Champion, Senson, Bulgar, Incommend Fertiles, Double Chi, Will only job a Una Champioya, Brazion, Union a follower in this cent that just have dies purham en estima. The follower may not purham the same sufran egoin that fulfi.

Drove Clim Sharparies Disease from its given at 25 / 20 horase to may form throughly. yelii Dairu 17 7 7 Scapian dan Samarat, Unique, Battler Base Bairu te give ca -11 venera Reynald Dains

rotes to my approach forecastly. While that Personally has any version tokens, any time he performs an action, he gots an exhibitional —IC version. takes. Whenever the target has an opportunity to straighten, he may geotry, any years taken if he is already unbowed. Loss 2 Horses. ochi Berno 3 (0 / 2 C Sangice Den Serveral, Battig: Bestroy ann bilinen in tijis leidt ta estrano

this untifican the battle, bound. This action may be performed even if Dermin bossid. Boymhi Ladhko ŭ. Segration (fem Sankartman, Irrasparante ed. Unique. Open: New Rockilla and

target a personality whose flurished Honor is reduced to your well the Begin of your Helt fulfi. Joveph Lyona Scopics than Service. Receive. Bow Section is speed owned the Facts on additing by an appears, throughly, the Technical delity is considered to have been used for the turn.

7 5 B 1 Named the Diffs Unphysical Farmers, Unique, Someth, You many distant the Impact of Fore or bow Pedaruthins and followers with a comband from greater than 1.5 to put this cord into play. Regulton: flow to etabou the gold cost of any impe-nal or Hontel cond to care as in it, being put into play. Receiver Cornel or

Heracines

Agrice, Clari Samurai. Whos Broughs are play, not aron pay on additional 3 gold to slige Recognies to your day. He knows his Albertic clari eligibitation, so to 0 1 0 2 0 1 2 01 projected Cambro. May rear be assigned to entert or defent, if one plays path of the balance into play, yours is shaffled book into your layoutly Dack — all prouched costs and tokens on platneyed, and all changes are required. Unifort. from tight, to leak at a randomly chasen and in your appoint is band. Um and lieus featable in hist of one feed own soulding player's pronoun.

Goods 4 4 13 2

Hido Koodu o Resident Cryb Clen Champion: Insependental: Bridget, Sansoni, Bothic Bow Reside to and the bothic action phase of this bothic if Ocaba is at the bothic Benative any tensin, il necessary, and continue to the resolution of the bords.

Millio Mathyu 1 2 0 4 2 C3 Cash Clan Ce tographer. Limbot. Beer Michau and desard a harain sand hasa your hand. Be through your tota shock and what any are terrain said to Record the furnish said in your oppositests and gut it is your hand. Shaffle your fate dads.

Firemen Daves uma Usano Crob Clos Sciences, Ocean pains a 45 batics while dealing a Stadowkinds Perpansity, Charle has a 1F bond for acts opposing Stadowkinds Necessi Personality, Charter trace or called a finite college and Follower during boths:

Save Sar House Con daguing. Residou once por time, you may straighten Save embediately other he casts a spell or participates in a result. Put a =1C enhaustica takum on Sira.

bown thing Phosinia Clar Stagonia, Alester of Road, Unique. Ultra is considered to be the interspecturated seption of this fearables. One, if issues light is unbowed and you perform on actions and parties contained play during your type, you map throw an additional three late costs transdately after your field phase.

3 Repero

I herbyrnel Samenel. Capacia of the Impeloi Gound. Unique. Imperiol cont.
being a realized to Ichikana have their gold cost netword by from Paliferal
Bornic Sove Ichikana fine have the Imperiol Ferma and Regardone copics
ing human Prysonality with a flusteral Harrar of zona. (Fatt Parsonolity is: unt have without lowing. This is considered a usual the imperial for but you do not assembly from flower.





The 38th Harrier Folks 3. Through The Waterways: Knother ectory reservior for 258. If you can publical the coop by pursing on utilizer Walk of Oloson Ukhi and then offing the Emperor, you wind With the event, you Aft 10g yeard to extuding get that House and top play, ... with the Wataways, year can pol-trose of the Walls from your deck when you need them. than's 50 percent of a win cold freez on the spat.

publi Shojo 6 5 — 15 2 Fo Scopjer Clern Champion, Samurai, Tyatidaa, Unique, Inacquirin and Wil Fomile gray join complex class. Becation: Before the first action year be performed for a burtle rich Shejuis Is, you may switch from housh with any one expecting player. The hands are switched lead invasibately other rice bartle. You lead has been for each unit you play out of that player's hand, or it is played.

Bayeshi Yejire Soogain Christmanid Magistratu. Will not jain the Bayeshi Sougion Chri Reynda Yokuca

uatri Yokuca Scapian Clan Buskor, Kingo, Caly Ninja kalawara, Pemanahirias must how to refuse a duel from Yalkarr. Barchard contact to played during a dualisings.

and/or dual invalsing foliation Dollare Parrets Con Separt. Hammer: Bion Dulkan and a port to be able to play an action before the defender's first action in this bettle. For may do this as the Deberder only if the Estacker has a past, uniter, in mediatest in play. This

may be done are a per facil. ŝ 15 15 Certe Das Champion, Emerald Champion, Unique, Desible Cit. Will only juice Cross Can Player display that the Enemald Amos without poil cast. Open flow to shallow a Passonality to a Buet. Draw and describ the top sand of any player's late chair of the frace of the despet is higher than the passonality's personal home, the dual cannot be ethicid.

Jucki Katto Unicare den Stagenja Cayolay, Hentack Bow this Personality to give the Comply traff to a marriage of your stack equal to his CN while he is beyond. they roman brived.

ope
Unadigmed Construm. The Magaza almoigs has a DF/TC when however, therefore
Commany bortion, the Region con locus on unsoftwately challenge to an expension;
Samurica. The divel is a context of form, included at this. The locat is flowed,
to Middlery.

2 2 6 6 2 62

12

Matsu Helditore 2 2 6 6 2 C. Uan Clan Samurai - Beaction: Bon to challenge a Personality to a dual that is having a bartle that Hobitary is in, if the challenge is entrand, the Person offly is dishapment and the controller leave 7 hours.

es Buyka 4 3 6 11 3 62 Les Cles Here, Serversi, bespertenced Urrepur Deutlin Cle William's join is Los Clar Preses Opers Add Trake's Personal Honor to her Force or CN. This crop he down cook per funt.

3 Minumete Solite Drogen Clay Services, Enteres, Serva may effect the Argust of Sweet of the Bragan For Fee less gold. If Allieurous Solauts destroyed by lesting a short yearney being one Vikumoto Hiteral into play for 5 less gold as well as ignating her homos requirement.

3 ô. Unions Clas Samurai, Canalty, This Personality may have a follower ottoched as he is being put lists play. All casts must be paid nameally. Montis clan shaganija. Any Diana-We Spall can be attached to Bonbe without gold cust.

Unaligned Ninje Infiltrates. Only Ninje Followers. Beaction: if the infiltrator's omy costs & of only Sinjo Personolities and followers, you may perform one action before the Defender's lind action for the battle.

Undigned Rogo. Open: Bow any of your Peof Back or Feed Divers to place or Feed Taken on Shace. Bothle: Bow and dectroy any number of peof takens on Shaces to produce a ranged attack targeting a Shadowlands cont. This ranged attack has a strength equal to twice the number of Pearl Tokara destroyed.

Shibo Kye ko Kyra 2 2 4 6 2 62 Phoenio Clan Samurai. Il Gyo is anticoned, your shuppejo conside this battle 63 yrey cast spells as if they were committed to this bottle.

no Yokatsu 4 4 5 11 2 81 Unicom Clan Champion, Inscipriment, Unique, Carolin, Torticon, Will only jain a Unicom player. All Personalities in an army with fickatus bown a 1F seems. United: Once per turn, pay 3g to attach a 1F couchy follower taken to Yokatsu.

. Shoda lineligned Mark Mylear. You must have at least are Elemental Ring in play to bring Shicato into play. Open: Bow Shicate and a temple you control to should be want storoghold.

Shown Ikono 2 Scorpion Clar Samurai. Open: Bow to switch the Dynasty cards between any two provinces belonging to the same player. To perform this action durbuilte, howermed be exigned to one of the two provinces. Sechi Tombi 3

Strapion Clar shagenia, Cavalry, Disea: Bow to how any gold producing halding which causes on honor less when bowed for guid.

Senabe obe 2 3 - 6 2 G Unoligned Monk Teacher, Limited: Bow Sunabe to give one of your hypgrclitter a personnel are point home to farts. On a Fessoral Home. Fessoralities may been each value improved once by this teacher. Excited lique $0 \quad 2 \quad -4 \quad 0 \quad (1)$

Undigned Nestwaren Gobin Stormen Stugenia, Shedowlands, Reaction: Bear erie or more Editin tends you counted to endow the gold root of a spell being withorted to Dige by an amount equal to the number of golden, you bear,

Plain of Fast Troubles.

Bottle: if them is a face-up Personality in this Province, that Personality enters play Signoring gold cost and honce requirements) and is moved into the bottle as a defensive unit.

Plain, Above Evil All human and sogo Personolities entering play from this province gain at

11/10 permonent Plains of the Emerald Champion

No player may perform more than two actions during a battle at this Province. This includes reactions played immediately before start of the battle.

Asobina's Breath 123 May only be attached to a Crose Class Shugeria. Elemental Limited: Bay this: Shaganja and decincy this spall, base a challenge between one of your unbowed personalities and mether Personality in play. The challenge may be eshaed of a less of three family honor, and the Personality is dishonated. If the challenge is accepted, this shapenjo's thi is added to your Personality's this for the dust.

Bottle Blamental: Baw this Shugenjo and destroy this spell. All Personalities and followers at this bottle with a facto less than 3 are bowed by the waters.





Garrison & Entrapping Terrain: Batald one of the pitter commons from the list Scall for the low, low cost of , , well, nothing, you can use all those defensive actions that require you to have a unit present, even hen you don't. Sove your troops for the ones you can win, and use each like Enhancing legate to stop the rest.

Streets of Otoson Uchil

Unique. Personalities in a battle at this Province may, as a Battle action, draillenge any apposing Personality to a dual that may only be introd if the draillenged Personality's controller discards one confirm his or her hand. Each Personality may perform this action sace per battle.

The Bub Williages

Any Personality being part into play from this Province may have one or more followers attached to it from your band, as it enters play. The gold coats of the followers are nedword by 3 if the Personality is a Sermoni. The Temples of Shinsail

No units containing ani, skeletors, zambies, undeed cards, or Shorlowloads cards which keys been instanted to play by a spall, may be assigned to an meyed to attack this Province.



Bayushi Dozan & Troops from the Woods: "And brave, brave Sir Occasion away Beyedil Boom's o decent lighter, but isn't above frompling subordinates to get the heck out to Dodge when he's

in trouble. But what if you've committed him to a light you thought he could win? No problems. Coli las same badaus. then yeak him away. Treeding Poets are best for this, because they've free, And nobody likes the missinsk cryway.

a. Sandi - 7 Brokgoed Rolet. While this card is in play, no player may look at any of your too down cards or cards in your hand.

Toge Shidedki 9 Scopion Can shugorio, Battle: Switch the positions of two of your unbowed Personalities. This can be done once per turn.

REGIONS

Isawe Rome's Portol

Elemental Burtle: Move an obtacking unit from this Province to a different one of your Provinces. This way he done once per turn. You must have a delender of the bottle to perform this action.

Kolo Castle Fortified Begion, United: Once per turn gay 2 gold and name a fortification. Find it in your Dynasty duck and attach it to this province. All other costs must be paid normally. Shoffle your Dynasty deck.

SPECIA Home Description

Forus

Agasha's Illusion May only be attached to a Diagon Clan Shugenja, Umited: Bow this Shugenja, Target a number of unbowed thems, Spells as Follower Cards attached to your Personalities up to this Shugenia's Chi. Reartach these cards face-dawn to any of your unbowed feneralities. These cards are in play, but have no effect an play wrill they are revealed — which you may do as an Open action be each cord. These routs are destroyed when revealed if the attachment is illegal.

All Distances are One Elemental limited. Sow this shaperign to move one Region code to a differ-out Prayloc of the same player that it can be legally attached to. Bestoy this spall if the toget Region is not your own, Elemental Limited: Bow this shagen and target a nonvenious region in play. Until the end of the game, while this region remains in play, no other regions with the same name may be brought into play.

Hirumo's Lest Breath

who is the electric May anyly be effected in a Crab Clan Shugenja. Elmited: Bow this Shugenja and destroy this spell, Dee of your units begins a bartle with one target unit containing a Shadowlands card. Ha units may join this bartle or be moved to other Provinces from this bettle. No provinces can be destroyed. This eddi-tional Attack Phase does not replace your narmal Attack Phase.

Euroshin's Preyer Alloy only be attached to a Binkow Clas Shaganja. Limited: Bow this shaganja to mave any one precture follower from one of your Personalities to another. Limited: Sow this shaganja to get any one creature and from your first decit in guilling your brand or from your Dynasy deck to gual in one of your Provinces Librarding the cord therein). Rischaffle your deck.

Mirror Image 2 for image

Query Bow his shaperign and destray this spall to make a Mirror Image of
Open: Bow his shaperign and destray this spall to make a Mirror Image of
Open: Bow his shaperign and destroy is not a cool and has no effect on the
game accept that if the trayel Personality is billed this turn, you may draw
and discond a late cont, if the discord has an edd focus value, the copy of the Personality is "destroyed" instead, and the uniqual Personality is

eturned to your fiel, bowed. Sashi's Curse May only be attached to a Scarpion Clan Shugenja. Battle: Boy this shugonja. and derivey this spall. One appearing Presandity is brasen until the beginning of your next turn. Each in that unit may not perform actions or be traggeted with actions by his controller. If this unit is the only unit assigned to a bottle, its controller is considered to not have any units in the battle

May only be attoched to a Lian Clan Shugenia. Open: Baw this shagenia. who may remain bowed. All Chi peruittes your personalities are currently receiving one negated, and while this shapenig remains bowed they may not receive any further CNI penalties. This spell only protects Personalities with a

Personal Honor precise those are. May only be attached to a Phoenia Clas Singeria. Reaction Bow this Stugenta when one of your other Phoenia Clas Singerian is being distroyed. Shaffly the distroyed Shaperia back into your Dynasty deck. Destroy this suell.

Whigen of the Lord Bernettal limited. Boy this slugging. You are considered to have a unit is any bottle taking place at one of your Provinces until the beginning of your next turn.

STRONGHOLDS

Clos Strength Gold Range

The Ancient Holls of the Akoda Son. Battle: Bow to destroy a terrain. Reaction: Bow to negate all the effects of a

torois when it is played. The tensin is still in play but has no effects.
The Shadow Stranghold of the Boyachi Scarpion 6 6
Open: Look at an apparent's fate hand if this stranghold is unbowed, base I honor.



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JANUARY 10, SYRACUSE

GRAY MATTER CONVENTIONS in Synomies, DINCENTER, 800 South State St. Call 315-435-8000. MACRETHE GRIH-BRING*** P20 10UR GUALIFIER. Professional Tournament Qualifier for Pro-Tour-Les Angeles. 2 Master dots will be awarded for the \$150,000 LA Pro-Tour. Main event is Extended. Over \$500 in cest prizes for the day with tournaments including: Type II, Type II, Seeled Dack, Under 16, Beaster draft & Two-Hooded Giorn Team tournament. Pluge dealers area. Doors open Barn, \$18 in advance, \$20 at the door for the Pro-Tour Qualifier. Contest for more information: Brace Johnson, Gray Matter, 122 West 26th Street, 4th Boar, NY, NY 10001, 860-852-2442. E-mail GriMetter@col.nam.

JANUARY 17, NEW YORK

GRAY MATTER CONVENTIONS in New York Gity. New Yorker Hotel, 34th & 3th Ave. Call 212-471-4101 for directions. MAGK: THE GUTHERING™ PRO TOUR CUMULTIER. Professional Tournament Qualifier for Pro Tour Les Angeles. 2 Master sixts will be covaried for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cosh prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Grant Team tournament. Huge dealers area. Doors open Port. \$18 in advance, \$20 ct the door for the Pro Tour Qualifier. Centest for more information: Bress Johnson, Gray Matter, 122 West 25th Street, 4th Roor, NY, NY 10001, 100-352-2442. E-mail GrMatter@colorus.

FEBRUARY 14, LONG ISLAND

GRAY MATTES CONTENTIONS in Long Island, Long Island Marriott (next to the Nosson Calibratin). Call 516-794-3800 for directions. Sentimed Magic: The GotheringTM convention & tournament: NEW FORMATI ONLY S3 general admission fee for all attendess. Over \$5500 in cash prizes for the day with normalizer including: Type I, Type II, Sealed Back, Under 16, Bosster duth & Two Headed Good Team tournament. Alox: Sentimed Legand Of The Fine Rings constructed deak tournament. Huge declars once, Doors open Your, Contact for more information: Breast Johnson, Groy Matter, 122 West 20th Street, 4th Book, NY, NY 10001, 800-852-2442. E-mail Gritotter-Challoon.

FEBRUARY 21, NEW YORK

GRAY WATTER CONVENTIONS in New York City. New Yorker Hotel, 34th & 8th Ave. Call 212-971-0101 for directions. STRO NGHOLD PREMELEASE. Sanctioned Wagle: The Bothering The convention & trummoment. Officer tournaments include Continuous Temperal Reactor Profit, Continuous Stronghold Società Deck, Type I, Type II & Two-Headed Grant Teom tournament. Hage dealers area. Doors open flown, Cell for information about Stronghold springs. Admission includes Temperal starter and 3 Stronghold boosters. Everyone will also receive special commemorative day of release Stronghold cards. 517 in advance, \$30 at the door. Contact for more information: Brace Johnson, Grey Marter, 122 Med 26th Street, 4th Boor, NY, NY 10001, 300-352-2442. E-mail Gridett-Graol.com.

FEBRUARY 21, SYRACUSE

GRAY MATTER COMMENTIONS in Syronese, ONCENTER, 800 South State St. Cell 315-435-8000. STRO NGHOLD PRERELEASE. Sendleved Magic: The GotheringTM convention & tournament. Other tournaments include Continuous Tempers Booster Draft, Continuous Stronghold Sealed Deck, Type II, Type III & Two-Headed Grant Boom tearnament. Hage dealers area. Boors agen Park. Cell for information about Stronghold artist signings. Admission includes Tempest starter and 3 Stronghold beasters. Everyone will also receive special commencerative day-of-release Stronghold cards. \$17 in advance, \$20 on the deer. Contact for more information: Brace Johnson, Grey Notter, 122 West 76th Street, 4th flace, NY, NY 10001, 800-852-2442. E-mail Grifforter (Special).

PENNSYLVANIA

JANUARY 24, PHILADELPHIA

GRAY MATTER CONVENTIONS in Philadelphia, Valley Forge Convention Center, 1200 First Avenue, King of Prussia, Call 610-337-2000 for directions. MASK: THE GATHERING*** PRO TOUR GUALIFICE. Senctioned Magic: The Gathering*** convention & tournament: Professional fournament Qualifier for Pre Tour-Les Angeles. 2 Master diets will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in each prices for the day with tournaments including: Type I, Type II, Seeled Deck, Under 16, Boester draft & Two-Headed Giont Team tournament. Huge dealers area. Boars open Yan. \$18 in advance, \$20 at the door for the Pro

Tour Qualifier. Contact for more information: Bruce Johnson, Grey Matter, 122 West 25th Street, 4th Floor, NY, NY 10001, 800-852-2442. E-mail Gritatter-Goolson.

FEBRUARY 7, HARRISBURG

GRAY MATTER CONVENTIONS in Herrisburg, Radisser, Penn Horris Hotel & Convention Center, 1150 Comp Hill ByPass, Comp Hill. Call 717-762-4518 for directions, MAGIC; THE GATHERING™ PRO 10018 QUALIFIER. Sanctioned Magic: The Gathering™ commention & tournament. Professional Tournament Qualifier for Pro Tour-How York. One invitation will be awarded for the \$150,000 MY fire Tour. Hole enent is Temper! Sealed Deck. Over \$500 in cash pribe; for the day with tournament including: Type I, Type II, Sealed Deck. Under 16, Booster dreft & Two-Headed Giant Team fournament. Huge dealers area. Doors apan San. \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information; Bruce Johnson, Gray Matter, 122 West 26th Street, 4th Floor, NY, NY 10001, 300-852-2442. E-mail Gridetter@ool.com.

APRIL 25, ALLEHTOWN

NEW NGE/OASIS CONVENTIONS, Merchants Square Mail, South 12th & Vultee St. Over 300 tables, S3 admission of the door, Fern-fight, trumoment registration separate. Featuring Marhammer 40K and Magis: The Gether-lingTM tournaments. Also, game demos including Warhammer, Werzoee, AD&D. Stor Wors and collectible lays. Minimum of \$1,000 in prices overaded, 100's of deelers. For convention information or dealer information provided contact. New Age/Dasis Conventions © 610-395-0979, 610-395-8044, e-mail SEMBIGHT99@real.com or were continued.

VIRGINIA

FEBRUARY 8, TYSON'S CORNER (Washington D.C. area)

CAPITAL ASSOCIATES' MONTHLY COMIC BOOK, MAGN: THE GATHERING" AND MON-SPORT CARD SHOW. Typens: Carner Westpark Hotel, 8401 Westpark Drive Midson, VL. Take exit 10 (Boute 7 Mest) off 1-495, 1/2 mile Mest on Route 7, batel is on the right. Golf for directions: 703-734-2800. Tendens: 90 tables 60: 565 1st table, 560 2nd table, 550 exit additional table. 52 admission, children under 5 REE. 10cm-4pm. FIRE parking, Buy, Sell 8 Frade: NAGIC: THE GATHERING" on deep repring corts, Geld, Silver and New Comics, independents, anime, figures, keys, posters, T-shirti, original artwork, non-sports cards, etc. Call for guest updates. Cantact, Jeffrey Scott Room 97 703-912-1893 or e-mail:comicshow@ed-aren.

WISCONSIN

FEBRUARY 14, MADISON

CALCUT LANES GAMES presents the New York Pro Qualifier, Call SAT-222-1954 for directions. Senctioned Magic The Gathering *** Tournament, Qualifier for New York Pro Tour. Format: Tempest Sealed, Pre-Register S22 or S25 or the dear. Also S500 GUARANTEED SATINGS BOND CIRCUIT EVENT. Format: TBA. Lots of Side Tournaments. Tournament information or for other Tournaments call S4T-222-1954 or ProTourUSA/Seal.com.



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WIZARD WORLD ON AMERICA ONLINE, KEYWORD: WIZARD.

Computer Capers II

It's time once again for more fun in the gaming chat rooms, where I log on anonymously for the express purpose of annoying people. I'm RS, though that's not the screen name I actually used (the real one's a state secret). To protect the innocent, the screen names of my victims have also been changed.

FRIDAY 5:30 P.M.

RS: Hi! This is one of the Spice Girls.

SBrrspc: Which one?

RS: Stinky Spice.

SBrrspc: My sister has your album.

RS: Me and my friend Bloaty are playing Magic, and we can't figure out this card.

SBrrspc: What does it say?

RS: "Nadragob fo Remmah." SBrrspc: Hmmm.

RS: Wait a sec. Bloaty says I have it upside down, It's "Hammer of Bogardan."

SBrrspc: That's a good card.

RS: What a stupid game. Me and Bloaty are gonna go play Barbies.

FRIDAY 7:10 P.M.

RS: Anyone up for an online game of Bottle Cottle?

TomBird: How to do you play? RS: Just grab an udder and start squeezing. Man, those suckers are slippery!

TomBird: I don't have an udder. RS: Yikes! I just shot myself in the eyel

And I sprayed my printer! TomBird: Can we start over? RS: It's short circuiting! Fire! Fire! FRIDAY 9:40 P.M.

RS: I'm starting a live-action Dungeons & Dragons campaign in my pants.

Zim8787: Gross.

RS: You start off at the Belt Loop of Destiny, just under the Hanging Gut

Zim8787: Go away.

RS: Watch out for the zipper. It bites!

Zim8787: Go away.

RS: And beware the wereshorts! When the moon rises, this friendly cotton undergarment becomes an unholy carrier of rot and decay!

SATURDAY 11:00 A.M.

RS: You're a Magic dealer?

MccPhil: Yes, for two years in the Philadelphia area. I have references.

RS: I sealed up an Atog in Saran Wrap, and I want to sell it.

MccPhil: You want to sell the Atog? RS: No, I want to sell the Saran Wrap. MccPhil: Why would I want to buy that? RS: I figure it's full of mystical magical

energy. I want a dime for it.

MccPhil: Will you throw in the Atog? RS: You know, it's greedy speculators like you who are ruining this industry.

SATURDAY 1:30 P.M.

RS: Hi, I'm Cindy, a film school grad student at USC. Anyone want to know the big surprises in the new "Star Wars" films?

RS: Darth Vader marries Xena, and Captain Kirk turns out to be Luke Sky-

walker's grandpa.

Go2me: How do you know? RS: I slept with George Lucas.

Go2me: You did?

RS: Well, not exactly. He drove past

me once. I think.

Go2me: Are you making this up? RS: Actually, I slept with a Wookiee.

SATURDAY 3:00 P.M.

RS: This is the business manager of

Wizards of the Coast. IpAAA: You're kidding.

RS: As you may have heard, we've been

on a buying spree. IpAAA: I heard.

RS: Well, we just bought you.

IpAAA: Who said I was for sale?

RS: Have you talked to your mom lately?

IDAAA: What are you going to do

with me?

RS: Let's put it this way—the toilets around here don't clean themselves.

SATURDAY 7:30 P.M.

RS: Anyone know how to break into

Wizards of the Coast?

Mikara7: As an artist?

RS: No, as a burglar. Like through a window or something.

Mikara7: Why would you want to

RS: They have all my money, and I want to get some of it back.

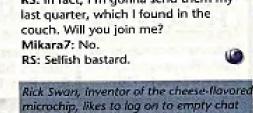
Mikara7: No one forces you to buy cards. I bet you've gotten a lot of plea-

sure from them.

RS: Good point. Money is boring. Magic cards are cool.

Mikara7: Right.

RS: In fact, I'm gonna send them my last quarter, which I found in the



rooms and talk to himself.

